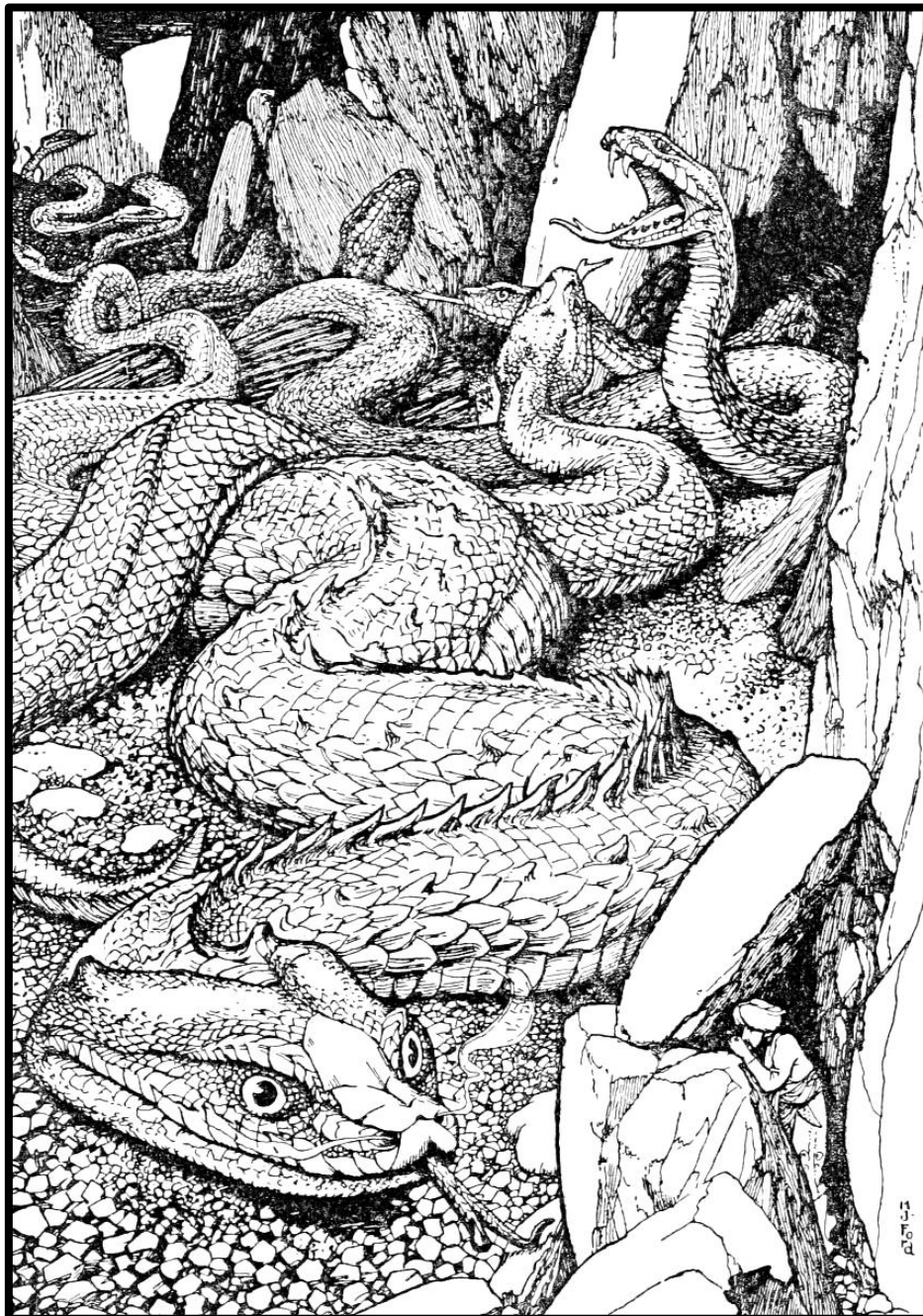


Microlite75

Extended Edition

Version 2.0 (Condensed Type Edition)

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



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Microlite75 Extended

Version 2.0 (March 21, 2016)

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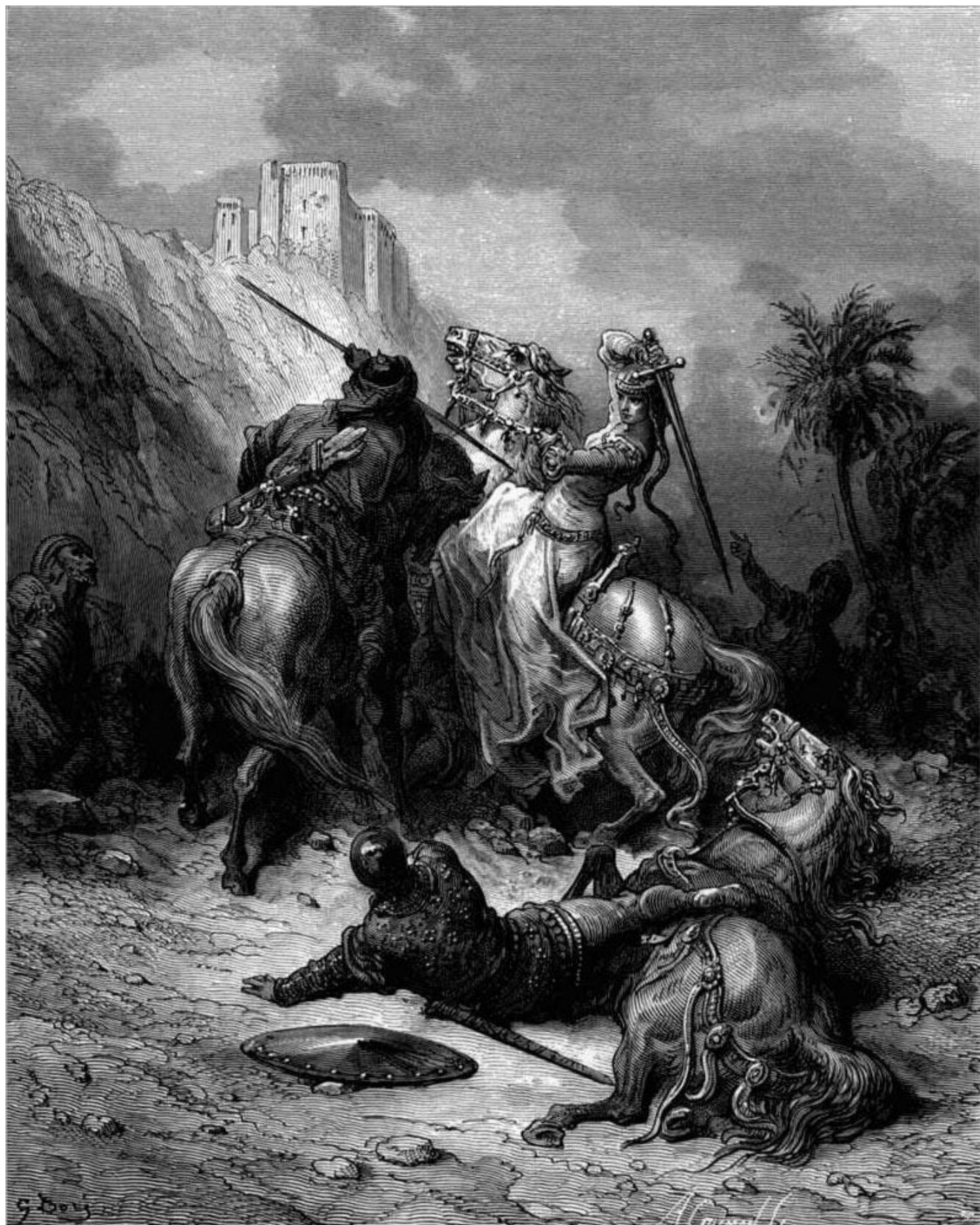
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INTRODUCTION

Microlite75 Extended, 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 *Microlite75* games, however, is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974.

The *Microlite75 Extended* 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 old-school play without strictly old-school rules. *Microlite75 Extended* is based on the third edition of the original *Microlite74* rules and includes some of the optional rules from *Microlite74 Companion I* and *Microlite74 Companion III* modified for *Microlite75*.

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.



CHARACTER CREATION

Stats

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

- **Strength (STR)** measures a character's muscle and physical power as well as his health and stamina.
- **Dexterity (DEX)** measures hand-eye coordination, agility, reflexes, and balance.
- **Mind (MIND)** is a measure of a character's willpower, perception, intuition, formal education and knowledge and not a measure of how smart the character is – as a PC's wit and cleverness are that of the player. For NPCs and monsters, however, this stat is also a measure of raw intelligence.
- **Charisma (CHA)** measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This stat represents actual strength of personality, not merely how one is perceived by others in a social setting.

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

The following races will be available in most fantasy campaigns and may be selected unless your GM says otherwise.

Humans

Stat Adjustments: +1 to any 2 stats.

Experience Adjustment: +10%

Special Abilities: none

Dwarves

Stat Adjustments: +2 to STR.

Experience Adjustment: -10%

Special Abilities: +4 to magic saves; has a better chance of hearing noise and of noticing slanting passages, traps, shifting walls and new construction in underground settings as explained in the Adventuring section; speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Elves

Stat Adjustments: +2 to MIND.

Experience Adjustment: -15%

Special Abilities: Can use magic armor and magic weapons even as a Magic-User or Illusionist; +2 to hit and damage goblinoid monsters; have a better chance of hearing noise and noticing secret/hidden doors as explained in the Adventuring section; speak languages of elves, orcs, hobgoblins, and gnolls..

Gnomes

Stat Adjustment: +1 to STR and DEX.

Experience Adjustment: -10%

Special Abilities: +4 to any save vs. poison; have a better chance of hearing and noticing slanting passages, unsafe walls, ceilings, or floors in underground noise as explained in the Adventuring section; speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Half-Elves

Stat Adjustment: +2 to CHA.

Experience Adjustment: -10%

Special Abilities: Can use elf-made magic armor and magic weapons even as a magic-user/illusionist; have a better chance of hearing noise and noticing secret/hidden doors as explained in the Adventuring section; speak languages of elves, orcs, hobgoblins, and gnolls.

Half-Orcs

Stat Adjustment: +2 to STR and DEX; -2 to CHA.

Experience Adjustment: -10%

Special Abilities: +1 to hit with light or medium weapons; thick hide gives +1 to armor class; have a better chance of hearing noise as explained in the Adventuring section; speak languages of orcs, goblins, hobgoblins, and gnolls.

Halflings

Stat Adjustment: +2 to DEX.

Experience Adjustment: -5%

Special Abilities: +4 to magic saves; +2 to hit and damage with slings and light bows; have a better chance of hearing noise as explained in the Adventuring section; can blend in background (d20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do).



Classes

Characters normally begin at Level 1 (unless directed otherwise by the GM).

Types of Classes: Fighters, Paladins, Rangers, Assassins and Warlords are considered *Fighting Classes*. Magic-Users, Illusionists, Clerics, and Druids are considered *Spellcasters*. Magic-Users, Illusionists and Mystics are considered *Arcane Spellcasters*. Clerics and Druids are considered *Divine Spellcasters*. Thieves and Sorcerers are *Specialists*.

Abbreviations: PCB – Physical Combat Bonus; MCB – Magical Combat Bonus; FB – Fighter Bonus; Mem – Memory Slots; XP – Minimum Experience Points Required (to reach level); HP – Hit Points.

Standard Classes

The standard classes are Fighter, Ranger, Paladin, Magic-User, Illusionist, Cleric, Druid, and Thief. They are common to most campaigns and may be used unless your GM says otherwise.

Cleric

Clerics have pledged their lives to serve a specific deity (or pantheon). While clerics are a form of priest, they seldom serve a priest at a temple; instead they are warrior-priests serving as an arm of their deity in the world. Prime Requisite: CHR. Requirements: none.

Weapons and Armor: Clerics can wear any type of armor and use shields. They can use any weapon except edged weapons.

Class Abilities: Clerics can cast divine magic.

Smite: A cleric may imbue his normal weapon with holy power allowing it to hit monsters that normally require silver or even magical weapons to hit. Spending 1 HP before making the attack roll will allow hitting monsters that require silver (or other special non-magical) weapons to hit. Spending 2 HP before making the attack roll will allow hitting monsters that require magical weapons to hit.

Minor Divination: A cleric may spend 10 minutes in prayer asking his deity whether or not a specific action would have generally good or generally bad results *from the deity's point of view*. The cleric will have vague feeling of rightness or wrongness. A cleric may do this at most 1 per day (+1 additional time per day every 5 levels).

Magical Research: At 5th level, a cleric is able to research divine spells and scribe divine scrolls. When a cleric reaches the 9th level, he is able to create magic items usable by clerics.

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

Stronghold: Once attaining 9th level, a cleric may establish or build a stronghold. So long as the cleric is currently in favor with his god, he may buy or build a keep at half the normal price due to divine intervention. Once a stronghold is established, the cleric's reputation will spread and he will attract 1st and 2nd level followers of the fighter class (numbering 5d6 x10). They are completely loyal (never checking morale). The GM chooses which proportions of followers are bowman, infantry, etc.

Cleric Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+0	0	15	0
2	2d6	+0/+0	+0	1	14	1500
3	3d6	+0/+0	+0	2	13	3000
4	4d6	+1/+1	+0	3	12	6000
5	5d6	+1/+1	+0	4	11	12000
6	6d6	+2/+2	+0	5	10	24000
7	7d6	+2/+2	+0	6	9	48000
8	8d6	+2/+2	+0	7	8	96000
9	9d6	+3/+3	+0	8	7	192000
10	9d6+1	+3/+3	+0	9	7	384000
11	9d6+2	+4/+4	+0	10	6	576000
12	9d6+3	+4/+4	+0	12	6	768000
13	9d6+4	+4/+4	+0	14	6	960000
14	9d6+5	+5/+5	+0	16	5	1152000
15	9d6+6	+5/+5	+0	18	5	1344000
16	9d6+7	+6/+6	+0	20	5	1538000
17	9d6+8	+6/+6	+0	22	4	1728000
18	9d6+9	+6/+6	+0	24	4	1920000
19	9d6+10	+7/+7	+0	27	4	2112000
20	9d6+11	+7/+7	+0	30	4	2304000

Druid

Druids have pledged their lives to serve a Nature (and its deity the Earth Mother). Prime Requisite: CHR. Requirements: MIND 12+, CHA 15+, alignment must be neutral.

Weapons and Armor: Druids can wear any type of armor made of natural, non-metal material. They can use wooden or leather shields. They can only use clubs, daggers, slings, sickles, and staves as weapons.

Class Abilities: Druids can cast divine (druid) magic. They save at +2 vs fire and lightning. They have a +1 chance of surprise in the wilderness. They gain +2 to all reaction rolls when encountering normal animals, and can take animals as henchmen. They are good at wilderness survival. They can use any magical item Clerics can (except clerical-spell scrolls). They speak the secret language of the Druids. They can determine whether water is pure; identify any type of normal plant by sight, smell, or taste; and move easily through non-magical undergrowth, including thorns or heavy vines.

One with the Wilderness: At 3rd level, a druid can go to ground, disappearing into woods and underbrush with a proficiency throw of 3+ on 1d20. At 4th level, a druid may speak with animals at will and they acquire immunity to the powers of woodland fey.

Magical Research: At 5th level, a druid is able to research divine (druid) spells and create fetishes (one use items equivalent to divine scrolls). When a cleric reaches the 9th level, he is able to create magic items usable by druids.

Shapeshift: At 7th level, a druid may shape shift to a small/medium animal up to 3 times per day (once every eight hours). When shape shifting back to their original form, a Druid can heal 2 HP per level of damage.

Stronghold: Once attaining 9th level, a druid may establish a grove in a true wilderness area. Once a grove is established, all ordinary animals within 5 miles will become friendly and helpful to the druid. The druid will then attract 1d6 apprentices of 1st-3rd level plus 2d6 normal men and women seeking to become druids. Their wisdom scores will be above average, but many will become discouraged from the rigorous mental training and quit after 1d6 months, if failing a throw of 14+ modified by their Wisdom modifier. Those who succeed become 1st level druids. Each year the druid tends to the grove, he will attract an additional 1d6 normal men, until she has a maximum of 6 apprentices of any level, and 12 normal men, studying at any time.

Druid Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+0	0	15	0
2	2d6	+0/+0	+0	1	14	2000
3	3d6	+0/+0	+0	2	13	4000
4	4d6	+1/+1	+0	3	12	8000
5	5d6	+1/+1	+0	4	11	16000
6	6d6	+2/+2	+0	5	10	32000
7	7d6	+2/+2	+0	6	9	64000
8	8d6	+2/+2	+0	7	8	128000
9	9d6	+3/+3	+0	8	7	256000
10	9d6+1	+3/+3	+0	9	7	512000
11	9d6+2	+4/+4	+0	10	6	768000
12	9d6+3	+4/+4	+0	12	6	1024000
13	9d6+4	+4/+4	+0	14	6	1280000
14	9d6+5	+5/+5	+0	16	5	1536000
15	9d6+6	+5/+5	+0	18	5	1792000
16	9d6+7	+6/+6	+0	20	5	2048000
17	9d6+8	+6/+6	+0	22	4	2304000
18	9d6+9	+6/+6	+0	24	4	2560000
19	9d6+10	+7/+7	+0	27	4	2816000
20	9d6+11	+7/+7	+0	30	4	3072000

Fighter

Fighters are soldiers, champions, and other warriors who are exclusively trained in the arts of combat and war. They are specialists in dealing damage with weapons and in the other arts of physical combat. They are trained to lead others in battle. Prime Requisite: STR. Special Requirements: none. Type: Fighting Class.

Weapons and Armor: Fighters may use any kind of armor or weapon and may use shields.

Cleave - After a Fighter 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 his level.

Battlefield Prowess: At 5th level, a fighter inspires those under his command. Any hirelings or mercenaries hired by the fighter have a +1 bonus to their morale when personally led by the fighter.

Stronghold: At level 9 a fighter may become a great leader of men, taking control of a parcel of land and a leadership rank in his society. A fighter will, assuming money is at hand, build a castle. He may ultimately control several villages and towns, but must be a good, strong leader and provide protection.

Fighter Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	14	0
2	2d8	+0/+0	+1	0	13	2000
3	3d8	+1/+0	+1	0	12	4000
4	4d8	+2/+1	+2	0	11	8000
5	5d8	+3/+1	+2	0	10	16000
6	6d8	+4/+1	+2	0	9	32000
7	7d8	+5/+1	+3	0	8	64000
8	8d8	+5/+2	+3	0	7	128000
9	9d8	+6/+2	+3	0	7	256000
10	9d8+2	+7/+2	+4	0	6	512000
11	9d8+4	+7/+3	+4	0	6	768000
12	9d8+6	+8/+3	+4	0	5	1024000
13	9d8+8	+8/+4	+5	0	5	1280000
14	9d8+10	+8/+4	+5	0	4	1536000
15	9d8+12	+9/+4	+5	0	4	1792000
16	9d8+14	+9/+5	+6	0	3	2048000
17	9d8+16	+9/+5	+6	0	3	2304000
18	9d8+18	+10/+5	+6	0	2	2560000
19	9d8+20	+10/+5	+7	0	2	2816000
20	9d8+22	+10/+5	+7	0	2	3072000

Illusionist

Illusionists are specialized mages whose spells usually deceive and manipulate the senses and the mind. Their more powerful spells use a combination of illusory components and proto-matter drawn from the plane of shadows. These potent spells

produce pseudo- and quasi-real effects that may actually harm an opponent. Prime Requisite: MIND. Requirements: MIND 15+. Special: except where specified in this section, treat illusionists as magic-users.

Weapons and Armor: Illusionists wear no armor and can only use daggers, slings, or staves as weapons.

Class Abilities: Illusionists can cast illusion (arcane) spells. Provided they use a special wand hand-made by the illusionist (see Implements in Magic rules section), they may use arcane blast and minor magic.

Arcane Blast - An Illusionist can shoot a dart of magic energy from the tip of their handmade wand once per round provided no other action is taken. They must roll to hit the target normally. Range: short 60; medium 120; long 180. Usable once per round if no other action taken and does 1d4 damage if it hits. No saving throw is allowed. Requires pointing a handmade wand at the target and costs 1 HP per use. The visible effects can be whatever the Illusionist desires; note that this does not affect damage, it only adds color to the ability.

Minor Magic - Illusionists can cast minor "everyday/non-combat" magic at will. Basically, any everyday thing someone could do mundanely, an illusionist can do with minor magic. Attempting something the GM considers abusive fails and causes the magic-user's wand to explode (doing 1d6 backfire damage to the magic-user unless a WIL save is made). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

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 entire floor of a house or tower. Tie or untie a knot. Float coins from the illusionist's coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

Magical Research: When an illusionist reaches 5th level, he is able to research spells, scribe magical scrolls, and brew potions. When an illusionist reaches 9th level, he is able to create more powerful magic items such as weapons, rings, and staves. At 11th level, an illusionist may learn and cast ritual illusion (arcane) spells of great power (7th level and higher), craft magical constructs, and create magical cross-breeds. If chaotic, at 11th level the illusionist may create necromantic servants and become undead.

Stronghold: An Illusionist may build a stronghold, often a great tower, when he reaches level 11. He will then attract illusionist apprentices (1d6), who will range from level 1-3.

Illusionist Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	1	16	0
2	2d4	+0/+0	+0	2	15	2500
3	3d4	+0/+1	+0	3	14	5000
4	4d4	+1/+2	+0	4	13	10000
5	5d4	+1/+3	+0	5	11	20000
6	6d4	+1/+4	+0	6	10	40000
7	7d4	+1/+5	+0	7	9	80000
8	8d4	+2/+5	+0	8	8	160000
9	9d4	+2/+6	+0	9	8	320000
10	10d4	+2/+7	+0	10	8	640000
11	11d4	+3/+7	+0	12	7	1280000
12	11d4+1	+3/+8	+0	14	7	1600000
13	11d4+2	+4/+8	+0	17	7	1920000
14	11d4+3	+4/+8	+0	20	6	2240000
15	11d4+4	+4/+9	+0	23	6	2560000
16	11d4+5	+5/+9	+0	26	6	2880000
17	11d4+6	+5/+9	+0	29	5	3200000
18	11d4+7	+5/+10	+0	32	5	3520000
19	11d4+8	+5/+10	+0	35	5	3840000
20	11d4+9	+5/+10	+0	38	5	4160000

Magic-User

Magic-Users (sometimes called wizards, sorcerers, or magicians) study arcane secrets and cast spells. While early in their career magic-users have only limited power, experienced magic-users are able to cast a great number of powerful spells. Prime Requisite: MIND. Special Requirements: none.

Weapons and Armor: Magic-Users wear no armor and can only use daggers, slings, or staves as weapons.

Class Abilities: Magic-Users can cast arcane (magic-user) spells. Provided they use a special wand hand-made by the magic-user (see Implements in Magic rules section), they may use arcane blast and minor magic.

Arcane Blast - A Magic-User can shoot a dart of magic energy from the tip of their handmade wand once per round provided no other action is taken. They must roll to hit the target normally. Range: short 60; medium 120; long 180. Usable once per round if no other action taken and does 1d4 damage if it hits. No saving throw is allowed. Requires pointing a handmade wand at the target and costs 1 HP per use. The visible effects can be whatever the Magic-User desires; note that this does not affect damage, it only adds color to the ability.

Minor Magic - Magic-Users can cast minor "everyday/non-combat" magic at will. Basically, any everyday thing someone could do mundanely, a magic-user can do with minor magic. Attempting something the GM considers abusive fails and causes the magic-users wand to explode (doing 1d6 backfire damage to the magic-user unless a WIL save is made). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

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 entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-user's coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

Magical Research: At 5th level, a magic-user is able to research spells, scribe scrolls, and brew potions. When a magic-user reaches the 9th level, he is able to create magic items.

Stronghold: A magic-user may build a stronghold, often a great tower, when he reaches level 11. He will then attract magic-user apprentices (1d6), who will range from level 1-3.

Magic-User Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	1	16	0
2	2d4	+0/+0	+0	2	15	2500
3	3d4	+0/+1	+0	3	14	5000
4	4d4	+1/+2	+0	4	13	10000
5	5d4	+1/+3	+0	5	11	20000
6	6d4	+1/+4	+0	6	10	40000
7	7d4	+1/+5	+0	7	9	80000
8	8d4	+2/+5	+0	8	8	160000
9	9d4	+2/+6	+0	9	8	320000
10	10d4	+2/+7	+0	10	8	640000
11	11d4	+3/+7	+0	12	7	1280000
12	11d4+1	+3/+8	+0	14	7	1600000
13	11d4+2	+4/+8	+0	17	7	1920000
14	11d4+3	+4/+8	+0	20	6	2240000
15	11d4+4	+4/+9	+0	23	6	2560000
16	11d4+5	+5/+9	+0	26	6	2880000
17	11d4+6	+5/+9	+0	29	5	3200000
18	11d4+7	+5/+10	+0	32	5	3520000
19	11d4+8	+5/+10	+0	35	5	3840000
20	11d4+9	+5/+10	+0	38	5	4160000

Paladin

Paladins are champions of Law who crusade against those who seek to extinguish the light of civilization. Wherever the forces of Chaos marshal to threaten man, paladins can be found, battling back the darkness with courage and steel. Prime Requisite: CHA. Requirements: STR 12+, MIND 11+, CHA 17+, alignment must be Law. Type: Fighting Class.

Weapons and Armor: Paladins may any type of armor and may use shields. They may use all weapons.

Class Abilities: Aura of Protection (+1 to AC and saving throws against attacks made or created by those aligned with for created by Chaos); immune to disease (including magical diseases); Detect Evil (can detect evil or chaos, 60 foot range, requires 10 minutes prayer and concentration); Lay on Hands (may heal by touching target and praying for 5 minutes; may heal up to his level in Body Points per day total, may heal diseases (costs 2 BP of healing per disease, 3 BP of healing for magical diseases).

Warhorse: A Paladin may summon a warhorse that will arrive from the wilderness to serve as the Paladin's steed. This warhorse will be unusually intelligent and extremely strong (5 HD). However, if the warhorse is killed, the Paladin may not summon another within a period of ten game-years

Holy Fervor: At 5th level, a paladin inspires those under his command. Any hirelings or mercenaries of the same religion as the paladin have a +1 bonus to their morale when personally led by the paladin.

Dispel Evil: At 8th level, a paladin may dispel evil as the clerical spell.

Alignment: All paladins must be of Lawful alignment. A paladin who changes to Neutral or Chaotic alignment loses his class abilities and powers (becoming a normal fighter). If he later reverts to Lawful alignment and atones for any misdeeds (possibly through a quest spell) he can regain his lost class abilities and powers.

Possessions: Other than whatever is needed for food and shelter, a Paladin must donate all treasure to charities or temples associated with the Lawful alignment. Paladins only receive 50% of the experience they would normally gain from such donations. Paladins may own a suit of magic armor, a magic shield, and up to 3 magical weapons, but they may own no more than four additional magic items. Paladins can use any magic items that can normally be used by fighters.

Stronghold: At level 9 a paladin may build a fortress in the borderlands or wilderness. 1d4+1 x 10 reliable mercenaries will apply for jobs and 1d6 low level paladins will apply for training. The fortress will attract settlers over time and they will look to the paladin for leadership.



Paladin Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	15	0
2	2d8	+0/+0	+1	0	14	2000
3	3d8	+1/+0	+1	0	13	4000
4	4d8	+1/+0	+1	0	12	8000
5	5d8	+2/+1	+2	0	11	16000
6	6d8	+2/+1	+2	0	10	32000
7	7d8	+3/+1	+2	0	9	64000
8	8d8	+3/+1	+2	0	8	128000
9	9d8	+4/+1	+3	0	8	256000
10	9d8+2	+4/+2	+3	0	7	512000
11	9d8+4	+5/+2	+3	0	7	768000
12	9d8+6	+5/+2	+3	0	6	1024000
13	9d8+8	+6/+2	+4	0	6	1280000
14	9d8+10	+6/+3	+4	0	5	1536000
15	9d8+12	+7/+3	+4	0	5	1792000
16	9d8+14	+7/+3	+4	0	4	2048000
17	9d8+16	+8/+3	+5	0	4	2304000
18	9d8+18	+8/+4	+5	0	3	2560000
19	9d8+20	+8/+4	+5	0	3	2816000
20	9d8+22	+9/+4	+5	0	3	3072000

Ranger

Rangers are scouts and trackers, adept at both woodcraft and archery. Few adventuring parties would dare the wilderness without an experienced ranger to guide them. Prime Requisite: STR. Requirements: MIND 12+, CON 15+, alignment must be Law. Type: Fighting Class.

Weapons and Armor: Rangers may use light or medium armor and may use shields. They may use all missile and light weapons.

Class Abilities: +1 bonus to initiative and surprise rolls; can blend in background (d20 + DEX Bonus; DC 8 if outdoors/wilderness, DC 16 if indoors/urban -- this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do); can move silently and tracklessly in the wilderness (d20 + DEX Bonus; DC ranges from 8 to 20 depending on terrain); +1 to lost rolls if outdoors (applies to any party a ranger is guiding); +1 to Chance of Encounter rolls outdoors (+2 if alone); +2 to Fighter Bonus with missile weapons; tracking and trailing in the wilderness; can use any magic items usable by fighters.

Wilderness Prowess: At 5th level, a ranger inspires those under his command. Any hirelings or mercenaries hired by the ranger have a +1 bonus to their morale when personally led by the ranger in the wilderness.

Magic Scholarship: Starting at 8th level, a ranger may use the following types of magic items (including spells from scrolls) in addition to those usable by fighters: any and all magic items that involve healing magic (examples: Cure Light Wounds scroll, Staff of Healing); any and all magic items that involve scrying magic (examples: Clairvoyance scroll, Crystal Ball); and any and all magic items that use magic involving teleportation, dimensional travel, or passing through objects (examples: passwall scroll, pass plant scroll).

Alignment: All rangers must be of Lawful alignment. A ranger who changes to Neutral or Chaotic alignment loses his class abilities and powers (becoming a normal fighter). If he later reverts to Lawful alignment and atones for any misdeeds (possibly through a quest spell) he can regain his lost class abilities and powers.

Possessions: Other than what is necessary for food and shelter, a Ranger must donate all treasure to charities or temples associated with the Lawful alignment. Rangers only receive 50% of the experience they would normally gain from such donations. This restriction is lifted when the character becomes reaches 9th level.

Stronghold: At level 9, a ranger is known as a Ranger-Knight and may build a border fort in the borderlands or wilderness. 1d4+1 * 10 reliable mercenaries will apply for jobs and 1d3 low

level rangers will apply for training. The fortress will attract settlers over time and they will look to the ranger for leadership.

Ranger Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	15	0
2	2d8	+0/+0	+1	0	14	2000
3	3d8	+1/+0	+1	0	13	4000
4	4d8	+1/+0	+1	0	12	8000
5	5d8	+2/+1	+1	0	11	16000
6	6d8	+2/+1	+2	0	10	32000
7	7d8	+3/+1	+2	0	9	64000
8	8d8	+3/+1	+2	0	8	128000
9	9d8	+4/+1	+2	0	8	256000
10	9d8+2	+4/+2	+2	0	7	512000
11	9d8+4	+5/+2	+3	0	7	768000
12	9d8+6	+5/+2	+3	0	6	1024000
13	9d8+8	+6/+2	+3	0	6	1280000
14	9d8+10	+6/+3	+3	0	5	1536000
15	9d8+12	+7/+3	+3	0	5	1792000
16	9d8+14	+7/+3	+4	0	4	2048000
17	9d8+16	+8/+3	+4	0	4	2304000
18	9d8+18	+8/+4	+4	0	3	2560000
19	9d8+20	+8/+4	+4	0	3	2816000
20	9d8+22	+9/+4	+4	0	3	3072000

Thief

Thieves are sneaks and trouble-shooters who specialize at infiltration and obtaining items from others through nefarious means. Prime Requisite: DEX. Special Requirements: Alignment cannot be Law.

Weapons and Armor: Thieves can wear light armor, use shields, and use any light or medium weapon.

Class Abilities: Thieves are specialists at urban survival as well as at picking pockets, hiding in cover, sneaking silently, opening locks, removing traps, climbing walls, and other tasks associated with theft. Thieves may also attempt to climb sheer surfaces and hide in shadows with a successful secondary skill roll. Thieves also have special training in listening at doors and detecting traps and secret/hidden doors, see the section on Adventuring for the details.

Backstab: If a thief successfully sneaks up on a foe, they can Backstab which adds +4 to the attack roll and does more damage if successful (Levels 1-4, x2 damage; Levels 5-8, x3 damage; Levels 9-12, x4 damage; Level 13+, x5 damage).

Read Languages: At 4th Level, a thief gains the ability to read languages (including ciphers, treasure maps, and dead languages, but not magical writings) on a roll of 1-4 on a d6. On failure, the thief cannot attempt to read that document again until he gains a new level.

Read Arcane Scrolls: At 10th level, a thief can read and cast magic from arcane scrolls on a roll of 3 or higher on a D20 with the spell level subtracted from the roll. Failure means the spell does not function as expected (with humorous or negative effects up to the GM).

Stronghold: When a thief attains level 9 he can establish a thief den, and 2d6 thief apprentices of 1st level will come to work with the character. These thieves will serve the character with some reliability; however, should any become arrested or killed the character will not be able to attract more followers of this type to replace them. A successful character might use these followers to start a Thieves' Guild.



Thief Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	0	15	0
2	2d4	+0/+0	+0	0	14	1250
3	3d4	+0/+0	+0	0	13	2500
4	4d4	+1/+1	+0	0	12	5000
5	5d4	+1/+1	+0	0	11	10000
6	6d4	+2/+1	+0	0	10	20000
7	7d4	+2/+2	+0	0	9	40000
8	8d4	+2/+2	+0	0	8	80000
9	9d4	+3/+2	+0	0	8	160000
10	10d4	+3/+3	+0	0	7	320000
11	10d4+2	+3/+3	+0	0	7	480000
12	10d4+4	+4/+3	+0	0	6	800000
13	10d4+6	+4/+3	+0	0	6	960000
14	10d4+8	+4/+4	+0	0	5	1120000
15	10d4+10	+5/+4	+0	0	5	1280000
16	10d4+12	+5/+4	+0	0	4	1440000
17	10d4+14	+5/+4	+0	0	4	1760000
18	10d4+16	+6/+5	+0	0	3	1920000
19	10d4+20	+6/+5	+0	0	3	2080000
20	10d4+22	+6/+5	+0	0	3	2240000



Optional Classes

The following classes are optional as they will not fit well in many campaigns. Each of the following classes may only be used in a campaign with GM approval.

Assassin

Assassins are trained to kill by ambush and treachery. Like fighters they are specialists in dealing damage with weapons but they are not trained in battlefield combat. Prime Requisite: DEX. Requirements: STR 12+, DEX 12+, MIND 12+

Weapons and Armor: Assassins may use any kind of armor or weapon but may not use shields. Wearing medium or heavy armor prevents the use of some special abilities.

Class Abilities: Assassins are specialists at disguise, hiding in cover and sneaking silently (and may also attempt to hide in shadows with a successful secondary skill roll), provided they are not wearing medium or heavy armor. Assassins also have the same special training in listening at doors and detecting traps and secret/hidden doors as thieves, see the section on Adventuring for the details. Assassins can use any magic items usable by thieves, plus any magic weapons, armor (leather only), and shields.

Backstab: If an assassin successfully sneaks up on a foe, they can Backstab which adds +4 to the attack roll and does more damage if successful (Levels 1-4, x2 damage; Levels 5-8, x3 damage; Levels 9-12, x4 damage; Level 13+, x5 damage). An assassin wearing medium or heavy armor cannot backstab.

Poison Use: Assassins are able to use poison on their weapons without the risk of making basic errors. Others who coat their weapons with poison might make a mistake like absentmindedly rubbing their eyes before remembering to wash the deadly toxin from their hands; Assassins are trained not to fall prey to such basic errors when using poison.

Assassination: Assassins may attempt to kill a target instantly. The assassin must attempt and succeed in a backstab and achieve surprise on his opponent. The base chance of success is 50% against a victim of equal level or monster HD to the assassin. This probability is raised or lowered by 5% for each level or HD the target is above or below the assassin. For example, if a 5th level assassin attempts to assassinate a 7th level character, the probability of success goes down to 40%. If that same 5th level assassin attempts to assassinate a 3 HD monster, the probability goes up to 60%.

Stronghold: At level 9 an assassin may build a hideout and 2d6 assassin apprentices of 1st level will come to work with the character. These assassins will serve the character with some reliability; however, should any become arrested or killed the character will not be able to attract more followers of this type to replace them. A successful character might use these followers to start an Assassins Guild.

Assassin Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+0	0	16	0
2	2d6	+0/+0	+0	0	15	1500
3	3d6	+0/+0	+0	0	14	3000
4	4d6	+1/+1	+1	0	13	6000
5	5d6	+1/+1	+1	0	11	12000
6	6d6	+2/+1	+1	0	10	24000
7	7d6	+2/+2	+1	0	9	48000
8	8d6	+2/+2	+1	0	8	96000
9	9d6	+3/+2	+1	0	8	192000
10	9d6+2	+3/+3	+2	0	8	384000
11	9d6+4	+3/+3	+2	0	7	576000
12	9d6+6	+4/+3	+2	0	7	768000
13	9d6+8	+4/+3	+2	0	7	960000
14	9d6+10	+4/+4	+2	0	6	1152000
15	9d6+12	+5/+4	+2	0	6	1344000
16	9d6+14	+5/+4	+3	0	6	1538000
17	9d6+16	+5/+4	+3	0	5	1728000
18	9d6+18	+6/+5	+3	0	5	1920000
19	9d6+20	+6/+5	+3	0	5	2112000
20	9d6+22	+6/+5	+3	0	5	2304000

Barbarian

Barbarians are tough, hardy warriors from cultures outside of the civilized world. Some barbarians live on the edge of true savagery, while others hail from rich cultures with epic poetry and weapons of steel, but all share an outlander's mix of contempt and awe for the grand tapestry of civilization. There are three types of barbarians: northern, plains, and jungle. Prime Requisite: STR. Requirements: none.

Weapons and Armor: Barbarians may use light or medium armor and may use shields. While they can use all weapons, they have a limited selection of weapons they are expert at depending on their regional origin (northern, plains, jungle). Northern barbarians: battle axe, club, dagger, great axe, hand axe, short bow, spear, sword, two-handed sword, war hammer. Plains barbarians: composite bow, dagger, hand axe, javelin, lance, net, sling, short sword (scimitar), spear, whip. Jungle barbarians: bola, club, dart, dagger, hand axe, javelin, net, short bow, short sword, spear.

Class Abilities: Barbarians have a +1 bonus to initiative and surprise rolls. Barbarians can deal massive damage either via melee or missile weapons as selected when the character is

generated, adding double their Fighter Bonus (instead of just their Fighter Bonus) to all damage done with the selected type of weapon. Barbarians have a savage resilience that allows them to withstand body point damage and still function normally: they only suffer the -1 to all attack, success, saving, and similar rolls (also to strike speed) for every three points of body damage suffered (instead of every two points). Northern barbarians are experts at climbing. Plains barbarians are experts at riding. Jungle barbarians are experts in survival.

Berserker Rage: A Barbarian using one of his special weapons may choose to go into a berserker rage when in combat. During a berserker rage, they always attack the nearest foe (determine randomly if multiple foes in range) and his ferocity doubles his fighter bonus to his attack roll and his damage. To break off combat (before all foes are dead) the berserk barbarian must make a WIL save (-2 for every opponent still standing). Each round the barbarian is berserker costs him 2 hp, subtracted immediately after the berserker rage ends.

Battlefield Prowess: At 5th level, a barbarian inspires those under his command. Any hirelings or mercenaries hired by the fighter have a +1 bonus to their morale when personally led by the barbarian.

Stronghold: At level 9 a barbarian can build or claim a chieftain's hall and seek to rule on the strength of his axe. When the barbarian founds his hall, 1d4+1x10 mercenaries and 1d6 barbarians of 1st-3rd level seeking plunder will join his service. If hired, they must be paid standard rates for mercenaries. Barbarians' halls are otherwise like fighters' castles.

Distrust of Magic: Barbarians distrust magic and all things magical. A Barbarian may never benefit from the use of any magical item (including magical weapons and armor) except for those that heal damage or cure conditions like poison, diseases, or curses. A Barbarian will never willingly submit to being the target of beneficial magic (and so must save vs. beneficial as well as harmful magic), with the exception of spells that heal damage or cure status conditions such as poison, diseases and curses.

Barbarian Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	2d8	+0/+0	+1	0	14	0
2	3d8	+0/+0	+1	0	13	2250
3	4d8	+1/+0	+1	0	12	4500
4	5d8	+2/+1	+2	0	11	9000
5	6d8	+3/+1	+2	0	10	18000
6	7d8	+4/+1	+2	0	9	36000
7	8d8	+5/+1	+3	0	8	72000
8	9d8	+5/+2	+3	0	7	144000
9	10d8	+6/+2	+3	0	7	288000
10	10d8+3	+7/+2	+4	0	6	576000
11	10d8+6	+7/+3	+4	0	6	864000
12	10d8+9	+8/+3	+4	0	5	1152000
13	10d8+12	+8/+4	+5	0	5	1440000
14	10d8+15	+8/+4	+5	0	4	1728000
15	10d8+18	+9/+4	+5	0	4	2016000
16	10d8+21	+9/+5	+6	0	3	2304000
17	10d8+24	+9/+5	+6	0	3	2592000
18	10d8+27	+10/+5	+6	0	2	2880000
19	10d8+30	+10/+5	+7	0	2	3168000
20	10d8+33	+10/+5	+7	0	2	3456000

Bard

Bards remember and recite the sagas and songs of history, mythology, and successful adventurers. Most bards are content to recite the deeds of others, but some bold few participate in the dangers themselves and become inspiring heroes in their own right. Prime Requisite: CHR. Requirements: none.

Weapons and Armor: Bards may use light armor and light weapons but may not use shields.

Class Abilities: Bards can sing, recite poetry, or play a group of instruments in a skilled manner. The bard chooses the type of performance that his character knows. Instrument groups include stringed instruments, percussion instruments, brass

instruments, and woodwind instruments. Their study of ancient annals and legends, allows bards to decipher occult runes, remember ancient history, identify historic artifacts, and similar tasks.

Inspire Courage: By reciting heroic lays and epic poems, bards can inspire courage. This requires a minute or two of oration before a battle, and grants the bard's allies within a 50' radius a +1 bonus to attack throws, damage rolls, morale rolls (for monsters or NPCs allied with the caster), and saving throws against magical fear. The bonus lasts for 10 minutes. A bard can inspire courage in any given character once per day per class level.

Bard Song: A Bard's musical abilities allow him to play songs which can counter sound-based effects within a 30 foot radius and Remove Fear once per day (plus one additional time per day at 5th level and every five levels thereafter). At 5th level, a Bard can attempt a Charm Person through song once per day (as the spell but only lasts for that only lasts for Level + 1d6 turns after the end of the song).

Dabble in the Arcane: Their study of ancient annals and legends allows bards to attempt to use wands, staves, and other magic items only useable by mages. At 1st level, the bard must make a roll of 18+ on 1d20 or the attempt backfires in some negative manner (GM's discretion). The roll required reduces by 2 per level, to a minimum of 3+.

Read Languages: At 4th Level, a bard gains the ability to read languages (including ciphers, treasure maps, and dead languages, but not magical writings) on a roll of 1-4 on a d6. On failure, the bard cannot attempt to read that document again until he gains a new level.

Stronghold: At level 9 a bard may build a hall and 2d6 assassin apprentices of 1st level will come to work with the character.

Bard Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	0	15	0
2	2d4	+0/+0	+0	0	14	1500
3	3d4	+0/+0	+0	0	13	3000
4	4d4	+1/+1	+0	0	12	6000
5	5d4	+1/+1	+0	0	11	12000
6	6d4	+2/+1	+0	0	10	24000
7	7d4	+2/+2	+0	0	9	48000
8	8d4	+2/+2	+0	0	8	96000
9	9d4	+3/+2	+0	0	8	192000
10	9d4+2	+3/+3	+0	0	7	384000
11	9d4+4	+3/+3	+0	0	7	576000
12	9d4+6	+4/+3	+0	0	6	768000
13	9d4+8	+4/+3	+0	0	6	960000
14	9d4+10	+4/+4	+0	0	5	1152000
15	9d4+12	+5/+4	+0	0	5	1344000
16	9d4+14	+5/+4	+0	0	4	1538000
17	9d4+16	+5/+4	+0	0	4	1728000
18	9d4+18	+6/+5	+0	0	3	1920000
19	9d4+20	+6/+5	+0	0	3	2112000
20	9d4+22	+6/+5	+0	0	3	2304000

Monk

Monks are seekers after enlightenment, members of an ascetic religious order pursuing mental, spiritual, and physical perfection. Monks are deadly with all weapons, and an expert in complex forms of unarmed combat. Although Monks do not wear armor, they improve in armor class as they gain levels, due to a higher and higher degree of both enlightenment and martial artistry. Prime Requisite: STR. Special Requirements: none. Type: Fighting Class.

Weapons and Armor: Monks may use any type of weapon, but may not use armor or shield.

Deadly Strike: When the Monk's attack roll is 5 higher than the required to hit number, the target has a 75% chance to be stunned by the blow for 2d6 rounds. Moreover, the mystic perfection of the blow also has a 25% chance to kill the

opponent; provided the opponent's hit dice are no more than 1 higher than the Monk's.

Multiple Weaponless Attacks: When fighting without weapons, the Monk gains additional attacks during a single melee round. (See Monk Advancement Table below.)

Alertness: Monks are not easily attacked by surprise. A party containing a Monk is unlikely to be surprised, with only a 1 in 6 chance.

Deflect Missiles: The Monk can deflect arrows and magic missile spells with a successful saving throw.

Thief-like Skills: Monks have the following thief-like skills as a thief of one-half their monk level (round up): picking pockets, hiding in cover, sneaking silently, opening locks, removing traps, climbing walls, climb sheer surfaces, and hide in shadows.

Speak with Animals: At fourth level, a Monk can speak with normal animals, in a manner similar to the spell of the same name.

Slow Falling: At fifth level, Monks can fall up to 20 feet with no damage if they can touch a wall. This distance increases to 40 feet at eighth level and any distance at eleventh level.

Mastery of Silence: At fifth level, the Monk can enter a state of perfect catatonia, stopping his or her own heart to simulate death. The character can maintain this state for 1d6 x 10 minutes x monk's level.

Mastery of Mind: At sixth level, the Monk's thoughts become so serene and placid that any attempt at mind reading has a 90% chance of failure. The failure chance increases by 1% per monk's level above sixth, rising to 100% at level 16, when the Monk's mind is completely at one with the surrounding environment.

Mastery of Body: At seventh level, the Monk can heal himself by 1d2+1 body points once per day. Each level above seventh adds an additional body point to the healing.

Mastery of Self: At eighth level, the Monk is not subject to mental control of any kind, including charm spells and hypnosis. The only exceptions are the Geas and Quest spells.

Oneness with Self: At tenth level, the Monk is not subject to Geas or Quest spells.

Establish Monastery: At eleventh level, a Monk may establish an isolated monastery for the purposes of peaceful contemplation, and for teaching disciples and students.

Monk Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+1	0	14	0
2	2d4	+0/+0	+1	0	13	2250
3	3d4	+1/+0	+1	0	12	4500
4	4d4	+2/+1	+2	0	11	9000
5	5d4	+3/+1	+2	0	10	18000
6	6d4	+4/+1	+2	0	9	36000
7	7d4	+5/+1	+3	0	8	72000
8	8d4	+5/+2	+3	0	7	144000
9	9d4	+6/+2	+3	0	7	288000
10	10d4	+7/+2	+4	0	6	576000
11	11d4	+7/+3	+4	0	6	864000
12	12d4	+8/+3	+4	0	5	1152000
13	13d4	+8/+4	+5	0	5	1440000
14	14d4	+8/+4	+5	0	4	1728000
15	15d4	+9/+4	+5	0	4	2016000
16	16d4	+9/+5	+6	0	3	2304000
17	16d4+1	+9/+5	+6	0	3	2592000
18	16d4+2	+10/+5	+6	0	2	2880000
19	16d4+3	+10/+5	+7	0	2	3168000
20	16d4+4	+10/+5	+7	0	2	3456000

Level	AC	Wpnless Damage	Move	Special Abilities
1	10	1d4	+1"	Thief-like Skills
2	11	1d6	+2"	
3	12	1d6	+3"	
4	13	1d8	+4"	Speak with Animals
5	14	1d10	+5"	Mastery of Silence Slow Fall (20 feet)
6	15	1d12	+6"	Mastery of Mind 2 weaponless attacks/rd
7	16	2d8	+7"	Mastery of Body
8	17	2d8+1	+8"	Mastery of Self Slow Fall (40ft)
9	18	2d8+2	+9"	
10	18	2d8+4	+10"	Mastery of Oneness
11	19	3d8+1	+11"	Establish Monastery Slow Fall (any distance)
12	19	3d8+2	+12"	3 weaponless attacks/rd
13	20	3d8+4	+13"	Harmonic Touch
14	20	4d8+1	+14"	
15	21	4d8+2	+15"	4 weaponless attacks/rd
16	21	4d8+4	+16"	
17	22	4d8+5	+17"	
18	22	4d8+6	+18"	
19	22	4d8+7	+19"	
20	22	4d8+8	+20"	5 weaponless attacks/rd

Mystic

Mystics are scholars who specialize in magic. While they cannot cast spells from memory, they have the ability to cast magic as rituals. Prime Requisite: MIND. Requirements: none.

Weapons and Armor: Mystics wear no armor and can only use daggers, slings, or staves as weapons.

Class Abilities: Mystics can record spells from any spell list in their spell books. They can cast any spell in their spell book as ritual magic. They cannot memorize spells and cast them from memory.

Smite: A mystic may imbue his normal weapon with holy power allowing it to hit monsters that normally require silver or even magical weapons to hit. Spending 1 HP before making the attack roll will allow hitting monsters that require silver (or other special non-magical) weapons to hit. Spending 2 HP before making the attack roll will allow hitting monsters that require magical weapons to hit.

Minor Magic - Mystics can cast minor "everyday/non-combat" magic at will. Basically, any everyday thing someone could do mundanely, a mystic can do with minor magic. Attempting something the GM considers abusive fails and causes the magic-user's wand to explode (doing 1d6 backfire damage to the magic-user unless a WIL save is made). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

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 entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-user's coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

Magical Research: At 5th level, a mystic is able to research spells, scribe scrolls, and brew potions. When a mystic reaches the 9th level, he is able to create magic items.

Stronghold: A mystic may build a stronghold, often a great tower, when he reaches level 11. He will then attract magic-user apprentices (1d6), who will range from level 1-3.

Mystic Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	0	16	0
2	2d4	+0/+0	+0	0	15	2500
3	3d4	+0/+1	+0	0	14	5000
4	4d4	+1/+2	+0	0	13	10000
5	5d4	+1/+3	+0	0	11	20000
6	6d4	+1/+4	+0	0	10	40000
7	7d4	+1/+5	+0	0	9	80000
8	8d4	+2/+5	+0	0	8	160000
9	9d4	+2/+6	+0	0	8	320000
10	10d4	+2/+7	+0	0	8	640000
11	11d4	+3/+7	+0	0	7	1280000
12	11d4+1	+3/+8	+0	0	7	1600000
13	11d4+2	+4/+8	+0	0	7	1920000
14	11d4+3	+4/+8	+0	0	6	2240000
15	11d4+4	+4/+9	+0	0	6	2560000
16	11d4+5	+5/+9	+0	0	6	2880000
17	11d4+6	+5/+9	+0	0	5	3200000
18	11d4+7	+5/+10	+0	0	5	3520000
19	11d4+8	+5/+10	+0	0	5	3840000
20	11d4+9	+5/+10	+0	0	5	4160000

**Sorcerer**

Sorcerers are able to wield weapons and use ritual magic. Some sorcerers are failed are "failed" magic-users. Others are simply people with a natural knack for magic. While they cannot cast spells from memory, they have the ability to cast arcane (magic-user) magic as rituals. Prime Requisite: MIND. Requirements: STR 12+.

Weapons and Armor: Sorcerers can wear light or medium armor, may use shields, and can use any light or medium weapons.

Class Abilities: Sorcerers can record spells from the arcane (magic-user) spell list in their spell books. They can cast any spell in their spell book as ritual magic. They cannot memorize spells and cast them from memory.

Minor Magic - Mystics can cast minor "everyday/non-combat" magic at will. Basically, any everyday thing someone could do mundanely, a mystic can do with minor magic. Attempting something the GM considers abusive fails and causes the magic-users wand to explode (doing 1d6 backfire damage to the magic-user unless a WIL save is made). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

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 entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-user's coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

Stronghold: A mystic may build a stronghold, often a great tower, when he reaches level 11. He will then attract magic-user apprentices (1d6), who will range from level 1-3.

Sorcerer Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+0	0	16	0
2	2d6	+0/+0	+0	0	15	2500
3	3d6	+0/+0	+0	0	14	5000
4	4d6	+1/+1	+0	0	13	10000
5	5d6	+1/+1	+0	0	11	20000
6	6d6	+2/+2	+0	0	10	40000
7	7d6	+2/+2	+0	0	9	80000
8	8d6	+2/+2	+0	0	8	160000
9	9d6	+3/+3	+0	0	8	320000
10	9d6+1	+3/+3	+0	0	8	640000
11	9d6+2	+4/+4	+0	0	7	1280000
12	9d6+3	+4/+4	+0	0	7	1600000
13	9d6+4	+4/+4	+0	0	7	1920000
14	9d6+5	+5/+5	+0	0	6	2240000
15	9d6+6	+5/+5	+0	0	6	2560000
16	9d6+7	+6/+6	+0	0	6	2880000
17	9d6+8	+6/+6	+0	0	5	3200000
18	9d6+9	+6/+6	+0	0	5	3520000
19	9d6+10	+7/+7	+0	0	5	3840000
20	9d6+11	+7/+7	+0	0	5	4160000

Warlord

Warlords are warriors trained to lead in combat. Any fighter is able to lead others in battle but warlords specialize in battle leadership. Prime Requisite: STR. Requirements: CHR 9+.

Weapons and Armor: Warlords may use light or medium armor and may use shields. They may use any weapon.

Class Abilities: When leading a group of hirelings under their command, the hirelings subtract the warlord's fighter bonus in any morale checks and add one-half the warlord's fighter bonus (round up) to their attack and damage rolls. Warlords are expert at riding and at small unit tactics.

Battlefield Prowess: At 5th level, a warlord inspires those organized units (mercenary companies, etc.) under his direct command. Any organized military units under the command of the warlord have a +1 bonus to their morale. At 10th level, this bonus becomes +2.

Inspiration: Warlords are able to inspire allies during combat by battle cries and shouting encouragement. Only allies who can clearly hear the warlord are affected by these abilities. Each of these abilities may only be used once per combat (and cannot be used again until the warlord has rested for at least one turn (10 minutes). The effects of these abilities do not stack under any circumstances.

- **Inspire Courage:** Warlords can use their action to grant all allies who can hear them +2 bonus to saves against charm and fear effects and a +2 bonus on attack and weapon damage rolls for a number of rounds equal to twice his Fighter Bonus. Using this ability costs the Warlord 3 hit points.
- **Inspire Greatness:** Warlords of at least 5th level can use their action to inspire greatness in a single willing ally who can hear them. The ally gains 12 (plus twice the target's Constitution modifier) temporary hit points, a +2 bonus on attack rolls, and a +2 bonus to saves against charm and fear effects for a number of rounds equal to twice the Warlord's Fighter Bonus. Using this ability costs the Warlord 5 hit points.
- **Inspire Derring-Do:** Warlords of at least 9th level can use their action to inspire daring-do in a single willing ally who can hear them. The ally gains a +4 bonus to their AC and all saving throws for a number of rounds equal to twice the Warlord's Fighter Bonus. Using this ability costs the Warlord 7 hit points.
- **Inspire Heroism:** Warlords of at least 11th level can use their action to inspire heroism in a single willing ally who can hear them. The ally gains the effects of a Heroism potion for a number of rounds equal to the Warlord's Fighter Bonus. Using this ability costs the Warlord 10 hit points.

Mercenary Unit: At level 9 a warlord can raise a mercenary unit from a friendly populated area. The Warrior must spend 2d4 days doing nothing but spreading the word in the local region and rallying interest. On the morning following his efforts, the Warrior will have gathered together a fighting force of (his level + CHA bonus) x 10 men-at-arms. The GM may increase or decrease this number by up to 50% to reflect the population of the area. The warlord is responsible for food and supplies for these men, and they will follow him so long as they are treated well. A warlord may only have one such mercenary unit at a time.

Stronghold: At level 12 a warlord may build a fortress in the borderlands or wilderness. The fortress will also attract settlers over time and they will look to the warlord for leadership.

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	15	0
2	2d8	+0/+0	+1	0	14	2250
3	3d8	+1/+0	+1	0	13	4500
4	4d8	+1/+0	+1	0	12	9000
5	5d8	+2/+1	+2	0	11	18000
6	6d8	+2/+1	+2	0	10	36000
7	7d8	+3/+1	+2	0	9	72000
8	8d8	+3/+1	+2	0	8	144000
9	9d8	+4/+1	+3	0	8	288000
10	9d8+2	+4/+2	+3	0	7	576000
11	9d8+4	+5/+2	+3	0	7	864000
12	9d8+6	+5/+2	+3	0	6	1152000
13	9d8+8	+6/+2	+4	0	6	1440000
14	9d8+10	+6/+3	+4	0	5	1728000
15	9d8+12	+7/+3	+4	0	5	2016000
16	9d8+14	+7/+3	+4	0	4	2304000
17	9d8+16	+8/+3	+5	0	4	2592000
18	9d8+18	+8/+4	+5	0	3	2880000
19	9d8+20	+8/+4	+5	0	3	3168000
20	9d8+22	+9/+4	+5	0	3	3456000

Additional Class Information

Determining Hit Points

Each class has an HP column on their Class Advancement Table. XdY means roll X dice of type Y and add the character's Constitution bonus to each die rolled. The minimum roll (after adding the Constitution stat bonus) is 1. After level nine, a few hit points (1, 2, or 3 are added at each level. Constitution stat bonuses are not added for levels greater than 9.

For example, a first level fighter has a Constitution of 15 for a CON stat bonus of +1. At first level, the player rolls 1d8 and adds +1 to determine his maximum hit points. At second level, the player would roll another 1d8+1 and add the result to his first level hit point maximum to get the character's second level hit points.

Max at First Level (Optional): Instead of rolling a die for first level characters, assume the die roll was the highest possible roll for the type of die. *This option is strongly recommended.*

Reroll All Dice at Every Level (Optional): Instead of just rolling a single die at every level and adding the result to the character's previous hit points, reroll all the dice every time the character gains a new level, using the higher of the new roll or the previous hit point total +1.

Weapons and Armor Limitations

As noted, many classes are limited in what weapons and armor they can utilize. Regardless of such class limitations, characters of any class may purchase, carry, and use any weapons or armor desired. However, characters who equip themselves with weapons and armor unusable by their class will fight as 0th level characters while so equipped. They also will receive no bonus on their attack rolls or armor class from ability scores or equipment, may not use any of their class powers, and do not gain XP.



Background

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

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

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

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

Players should discuss their background ideas with their GM to both to be sure it will be a good fit for both the campaign setting

and the group's play style as well as to be sure the player and the GM are both on the same general page as to what skills and knowledge the background provides the character. For example, if a player picked a "knight" background, the GM might be thinking "knight of the round table" while the player is thinking "knight templar."

Personality Factors

In most old school games, the main mechanical "personality" choice a character has is alignment. There are no alignments as such in *Microlite74 Swords & Sorcery*. Instead, as in real life, each character has allegiances, virtues (admirable character traits) and vices (not so admirable character traits). Characters also have a Tagline.

Allegiances

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because the character fits into a certain category of people doesn't mean the character has to have that category as an allegiance.

If the character acts in a way that is detrimental to his or her allegiance, the GM may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

Pledging Allegiance: A character's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.

Person or Group: This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).

Organization: This may be a company or guild, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the guard or militia, a government, a school, an employer, or an otherwise established authority.

Nation: This may or may not be the country that the character currently resides in. It may be where the individual was born, or where the character resides after emigrating to a new home.

Belief System: This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

Ethical Philosophy: This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honor tradition, and he or she expects others to do likewise. An individual with a chaotic outlook tends to follow his or her instincts and whims, favor new ideas and experiences, and behave in a subjective and open manner in dealings with others.



Moral Philosophy: This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

Allegiances and Influence: An allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, the character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance-as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

Virtues and Vices

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

Character Tagline (Optional)

Each character should have one fairly unique feature in his personality or background that sets him or her apart from other characters and npcs in the campaign (and from other characters the player may play or have played in the campaign). This feature should not be something that would give a mechanical bonus in play, but something interesting and unique in the character's personality, background, or history. The GM should work with the player to ensure the character's tagline is appropriate to the campaign setting. A tagline can also be a "catch phrase" that sums up the character in some way.

Some examples of a simple character taglines from history and literature would be "never tells a lie" for George Washington, "the lionheart" for Richard I of England, "demands his martinis be shaken not stirred" for James Bond, "cultivates a grandfather image but quietly manipulates others to achieve the greater good" for Dumbledore, and "I didn't do it, nobody saw me, you can't prove anything" for Bart Simpson.



STANDARD RULES

Skills

There are no specific skills in Microlite75. 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 + Stat Bonus + Class Level if the character is attempting something directly related to their class or background.
- **Secondary Skill Roll:** 1d20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class or background.
- **Minor Skill Roll:** 1d20 + Stat Bonus + (Class Level/3, 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.

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.

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

Talents: At level 2 (and every 2 levels 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 even-numbered level and a talent the character is "Expert at" may be improved a final time to "Master at" at yet a later even-numbered 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.

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. Unless noted otherwise, monsters save as a Fighter of a level equal to one-half their hit dice, rounded up.

Saving Throw Modifiers: What a character is saving against modifies the saving throw die roll. In cases where multiple types apply, use the first one listed below:

Breath Weapons: Breath Weapons and other blast-like effects give a -1 modifier to the saving throw.

Poison: Dwarves get a +3 bonus.

Death Magic: This includes negative energy attacks. Clerics get +3 due to their link with the higher and lower planes.

Rod, Staff, Wand: All magical effects created by a rod, staff, or wand give +1 bonus.

Spells: +2 bonus for Magic-Users.

Special Saving Throw Modifiers: Where applicable, these modifiers are applied in addition to those listed above:

Charm and Illusion Magic: Add MIND stat bonus.

All Magical Effects: Dwarves and Halflings receive a +4 bonus to all saving throws against a magical effect.

Magic

Magic-using characters can cast any spell from their respective spell list with a spell level equal or below 1/2 their class level, rounded up. A Magic-User or Illusionist starts with Read Magic and 1d2 additional first levels spells in his spell book (which must be approved by the GM) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. A Magic-User or Illusionist can memorize up to Level + MIND bonus spells and these spells can be directly cast (others spells may be cast via a casting ritual). A Magic-User or Illusionist requires his spell book and 1 hour of time to change the spells he has memorized. Clerics and Druids do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

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

Casting Cost: Direct casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast if the spell is cast with an implement and 1 + triple the level of the spell being cast if the spell is cast without an implement:

Spell Level	1	2	3	4	5	6	7	8	9
HP Cost with Implement	3	5	7	9	11	13	15	17	19
HP Cost without Implement	4	7	10	13	16	19	22	25	28

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

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 spell level from first upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use. For Magic-Users and Illusionists, signature spells are always in memory and do not count against the number of spells a caster can memorize.

Implement Use: Spells cast through an implement (a wand or staff for a Magic-User, Illusionist or other arcane caster, a holy symbol for a cleric, druid, or other divine caster) cost less to use. The implement must either be a magic item or be made by the caster (12 hours, wood, and carving tools needed). The implement must be undamaged and in the caster's hand at the time the spell is cast.

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 Magic-User or Cleric 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 casting of a spell of a level the caster is able to cast normally 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 twice as much in 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 Magic-Users and/or Clerics may participate in a casting a special ritual with the HP cost of casting divided among them.

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.

Hit Points and Healing

Hit Points (HP): Hit Points for Fighting Classes equal STR + 1d8 per Level. Hit Points for other classes 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): All characters have 20 Body Points. If Body Points reach 0, the character is dead. Each two points of body damage a character has suffered gives a -1 to all attack, success, saving, and similar rolls (also to strike speed). *Option:* Body Points for Fighting Classes equal 20 + (Level/2) (round down, maximum 30). Body Points for Arcane Classes equal 20 - (Level/2) (round up, minimum 10). This has fighting classes slowly becoming tougher while arcane classes lose physical conditioning as they become more magically powerful.

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 FORT 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 action. Drawing a weapon, turning in place, 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. Fighting Classes add their Fighter attack bonus. 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 a Fighting class character (or a monster, at the GM's option) has selected the Active Attack or Full Attack combat stance for a round and scores a critical hit in melee combat during that round, one of the following special effects may be imposed at the attacker's option:

- **Trip:** Target is knocked prone.
- **Disarm:** Target's weapon or shield is knocked away in a random direction a number of feet equal to half the damage you dealt.
- **Reposition:** Force your target to move to a new location of your choice, up to a number of feet equal to half the damage you dealt (plus attacker's STR bonus). Attacker may move with target if attacker desires.
- **Shield Slam:** If wielding a shield, bludgeon your target with it, dealing damage as a shield bash. Target is then forced back from you a number of feet equal to half the damage dealt by the original attack (plus the attacker's STR bonus).
- **Disorient:** Blow leaves your opponent off-guard. Until the end of his next turn, target is confused.
- **Hinder:** Target is briefly slowed, reducing his speed to five feet until the end of his next turn.

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

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

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

Light Weapons: Fighting classes 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.

Shield Wall: Characters standing side-by-side next to each other who have and can use shields in battle can form a shield wall. Forming a shield wall causes each person in it to automatically lose any initiative bonus but grants each person in the wall (including hirelings) an additional +2 to AC per adjacent ally (so a max of +4) so long as they remain in formation.

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.

Fighter Bonus: Each round Fighting Class characters may choose to either add their Fighter Bonus to their attack and damage rolls (both melee and missile) *or* add their Fighter Bonus to their Strike Speed.

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 opponents 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. Fighting classes 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 zigged 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 (Fighter Bonus +1 for fighting classes) bonus on his next attack roll against that opponent or a +2 (Fighter Bonus +1 for fighting classes) 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.

Overwhelming Opponents: Each attacker beyond the first against the same target in the same round adds +1 to their attack rolls for each attacker before them. So, a second attack on the same target in the same round by a party member or monster would be at +1, a third attack at +2, etc.

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.

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

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. Rogues add 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 -8 (-6 for fighting classes). 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.



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.

Hiring 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 hiring. A hirelings MR may also be used to determine how loyal the hireling is to the PCs in cases of attempted bribery and the like.

Monsters

See the Microlite75 Monster List or use the monster descriptions in any 0e 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, 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 a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against PCs and NPCs with class levels.

Experience Points

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 Fighter spending 1000gp on wine, women, and song earns 500 XP.

XP from Exploration: The GM may reward exploration with XP by 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.

Experience Adjustments: There are various things (e.g. race) which provide an adjustment (a bonus or a penalty) and to earned experience:

Race: Each race lists an experience adjustment.

Class: Each class has one stat listed as its Prime Requisite. If a character’s highest stat is not the Prime Requisite for his class, the character has an Experience Adjustment of -5% (that is, a 5% penalty to all XP earned).

Optional Rules: Some optional rules provide an experience adjustment to those opting to use those rules (e.g. advantages/disadvantages, psionics).

Examples: A human thief’s highest stat is DEX so she receives a +10% experience bonus (+10% for human). If her total experience from an adventure as determined above were 660 XP, she would actually earn 726 XP. If the highest stat of Elf Magic-User is STR (not the magic-user Prime Requisite of MIND) so he receives a -15% experience penalty (-10% for being an elf plus -5% for wrong prime requisite). If his total experience from an adventure as determined above were 660 XP, she would actually earn 561 XP. If the campaign were using the Advantage/Disadvantage optional rules and the human thief mentioned above had the Alchemy and the Danger Sense advantages and the Vulnerable disadvantage, her total Experience Adjustment would be -5% (+10% for human, +5% for Vulnerable, -15% for Alchemy, -5% for Danger Sense). If her total experience from an adventure were again 660 XP, she would actually earn 623 XP.

Level Advancement

At the end of every adventure (or, at the GM’s option, at the end of every session of play), 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.

Each level adds a die roll or a fixed amount after 9th level to Hit Points and the character’s Physical Combat Bonus, Magical Combat Bonus, Fighter Bonus, etc. may change as indicated in the Advancement table for the character’s class.

All spell casters gain access to new spell levels at levels 3, 5, 7, 9, 11 and 13. Magic-Users also gain access to new spell levels at levels 15 and 17.

Creating A Stronghold

All of the Character classes have some ability, at some level, to establish a stronghold – or to take over a guild, in the case of Thieves. Strongholds are usually built by claiming an area of wilderness, clearing out the monsters that lair in the region, and then beginning construction of the new owner’s fortified place of residence. The nature and type of stronghold will differ, of course, for the individual’s choices will play an important role. For instance, it is traditional for you, the player, to create a map of your castle. In general, a strong leader who clears out an area with a radius of ten miles or so will end up in charge of between 2 and 8 (2d4) small settlements. The peasants in these hamlets, cots, and villages will be overjoyed to find themselves under the protection of a powerful and renowned protector – unless your Character is a tyrannical overlord in the service of Chaos. Each settlement holds roughly 1d4 x100 villagers, and the normal feudal tax is 10 gp per year per villager. Sometimes, of course, this is paid with chickens and oxen, and your stronghold might take on the appearance of a marketplace, around tax time – but a good reeve or bailiff can sort it all out quickly, without the Character’s needing to get involved. Owning a stronghold allows a person to house and feed loyal retainers without paying for their room and board in local inns, or building campsites in the cold rain. It is a base of operations and a secure place to keep Treasure.



Building the actual castle, of course, is quite expensive. The owner will need to hire wagons for transporting materials, as well as masons and other experienced craftsmen from more civilized areas to raise the strong stone walls and towers of the fortress. While the construction costs could change drastically depending upon how far a freehold is from the rest of civilization and what materials are available in the area, the following sample costs will provide a baseline:

Stronghold Structure Costs

Barbican (gatehouse, 2 small towers, and a drawbridge)	38,000gp
Battlement (100' long, crenellated parapets)	500gp
Building, stone (20' high, 30' square, wood doors, floors, roof, stairs)*	3,000gp
Building, wood (20' high, 30' square, wood doors, floors, roof, stairs)*	1,500gp
Corridor, dungeon (10'x10'x10', hewn stone walls, flagstone floor)	500gp
Drawbridge, wood (10' x 20')	250gp
Gatehouse (20' high, 30' x 20', metal portcullis, wood doors, floors, stairs)	6,500gp
Keep, square (80' high, 60' square, wood doors, floors, stairs)*	75,000gp
Moat, unfilled (100' x 20' x 10' deep)*	400gp
Moat, filled (100' x 20' x 10' deep)*	800gp
Palisade, wood (10' high, 100' long, 1' thick)	125gp
Rampart, earthen (10' high, 100' long, 15' thick)	2,500gp
Tower, small round (30' high, 20' diameter, wood doors, floors, stairs)	15,000gp
Tower, medium round (40' high, 20' diameter, wood doors, floors, stairs)	22,500gp
Tower, large round (40' high, 30' diameter, wood doors, floors, roof, stairs)	30,000gp
Tower, huge round (60' high, 30' diameter, wood doors, floors, roof, stairs)	54,000gp
Wall, stone castle (20' high, 100' long, 10' thick)	5,000gp
Wall, stone castle (30' high, 100' long, 10' thick)	7,500gp
Wall, stone castle (40' high, 100' long, 10' thick)	12,500gp
Wall, stone castle (50' high, 100' long, 10' thick)	17,500gp
Wall, stone castle (60' high, 100' long, 10' thick)	22,500gp

*The dimensions of these constructions can be altered as long as the square footage remains the same.

In addition to the building costs, the character will need to hire at least one engineer (250gp/month) per 100,000gp cost of the stronghold. The time required to construct a stronghold depends entirely on its total price. For every 500gp it will take one day of game time. The construction time can be reduced by 25% by paying 50% additional construction costs, or reduced by 50% by paying 100% additional construction costs. The construction time cannot be reduced by more than 50%.

Magical Research

As described in their class descriptions, spell casters are able to research new spells and create magic items. These are expensive procedures which often do not succeed.

All magical research requires a magic research skill roll of some type to succeed. This throw is a Secondary MIND Skill Roll unless otherwise listed. An unmodified die roll of 1-3 is always a failure when conducting magical research, however. When a magic research throw fails, the time and money spent on the research is lost. In addition, any precious materials or special components (described below) are consumed.

Researching Spells

Researching Known Spells: A spellcaster of 5th level or higher may use spell research to gain access to spells on the standard Microlite75 spell list that he does not have access to from scrolls, spell books, or (if a divine spellcaster) his deity. Spell research costs 1,000gp, and takes two weeks of research, per level of the spell. Spell research requires a magic research throw versus a DC equal to 12 plus twice the level of the spell being researched. EXAMPLE: Riddle is an 11th level mage with a MIND of 15 researching a 4th level spell. It will take 8 weeks and cost 4,000gp, and require a Secondary MIND Skill Roll versus a DC of 20 to succeed.

Researching New Spells: A spellcaster may also use spell research to create a new spell not on the standard spell lists. The spellcaster must describe in detail the kind of spell he wants to create, and the effects it will have. The GM will then determine if the spell can be created, and if so what the spell level will be. The spellcaster must be capable of casting spells of the spell level the potential new spell will be; otherwise he must wait until he attains a high enough level to research and cast the spell. Spell research costs 1,000gp, and takes two weeks of research, per level of the spell. A magic research roll is required for success versus a DC equal to 12 plus three times the level of the spell being researched.

Identifying Magic Items: Spell research can also identify the properties of a magic item. It takes 1,000gp and two weeks of research to identify a magic item, and a magic research throw (A is required). The required DC is determined by how common the GM rules the magic item is: Common, DC 14; Uncommon, DC 17; Rare, DC 20; Very Rare, DC 24; Artifact/Unique, DC 30 (or higher).

A mage or other arcane caster can only research a spell if he can still learn spells of that level. A cleric or other divine caster can only research a spell with the permission of his deity (GM's discretion). The deity will usually remove a spell of the same level from the cleric's spell list in exchange for granting the new spell.

Libraries: To research a spell, a spellcaster must have access to a library. Wizard's guilds and major temples often will provide their mages and clerics access to such a library. If a spellcaster wishes to compile his own library, a minimum of 4,000gp must be invested to allow research on 1st level spells. For each subsequent spell level to be researched, another 2,000gp must be invested. Having an exceptionally large library aids research. For every 10,000gp of value above the minimum required for the spell, the spellcaster receives a +1 bonus on his magic research throw (up to a maximum +3 bonus).

Every time a wizard successfully researches a spell, 10% of the gold spent for that effect is added to his library value, reflecting the value of notes and annotations made during research. Authoritative tomes or rare books found as treasure might provide an additional bonus to research specific spells or types of spells.

Creating Magic Items

Starting at 5th level, spellcasters may begin to scribe scrolls and brew potions. At 9th level, they may begin to make other types of magic items, such as rods, rings, swords, and other items. An arcane spellcaster may never create magic items that are exclusive to divine spellcasters. A divine spellcaster may make any item his class is eligible to use.

In order to create a magic item, the spellcaster must know the spell(s) that replicate the magic item's effect, or must find a sample or formula of the item. If a magic item's effect does not compare to any existing spell, the spellcaster must either research a new spell that will produce the desired effect, or he must find a sample or formula of the item.

Cost and Time: The base cost and time required to create a magic item is listed on the Magic Item Creation tables.

Magic Research Roll: Creating a magic item requires a magic research roll for success versus a DC equal to 12 plus three times the level of the spell needed to create the effect being enchanted. If multiple effects are being enchanted, each must be rolled separately. A +1 item bonus is considered a 1st level spell, a +2 item bonus is considered a single 3rd level spell, and a +3 item bonus is considered a single 6th level spell.

Formulas and Samples: A formula is a magical "recipe" for the creation of an item. A spellcaster automatically has a formula for any magic item he has previously created. Formulas may also be found as treasure. A sample is simply an existing magic item that is available to the spellcaster while he is working.

There are three advantages to having a formula or sample:

- 1) It enables the spellcaster to create a magic item without having to learn or invent the spells imbued in the item.

2) It reduces the cost and time to make the item by 50%.

3) The DC for the magic research roll is 12 plus two times the level of the spell needed to create the effect (instead of the standard plus three times the level of the spell needed to create the effect).

Precious Materials: Rare woods, noble metals, such as silver, gold, and platinum, and precious gems, such as rubies and diamonds, retain magic better than common woods, crude metals, or simple stone. Using precious materials can thus improve the chances of success of creating a magic item. For every 10,000gp of value in gems, jewelry, precious metals, and rare or elaborately carved woods added, the spellcaster receives a +1 bonus on his magic research throw. A character may not spend more on precious materials than the base cost of the item.

Special Components: Creating magic items requires special components for each spell effect in the item. Components are usually organs or blood from one or more monsters with a total XP value equal to the gp cost of the research. The cost of any special components is in addition to the base cost of the research. If a character does not have a formula when he begins creating the item, he will not learn the special components until the work is 50% complete. The GM will determine the specific components required for each item. Different formulas for the same item may require different components. For instance, one formula for a wand of fireball might require the fangs of 20 hellhounds, while another formula for a wand of fireball might require the ichor of four efreet.

Workshops: Just as a spellcaster needs a library to research spells, he needs a workshop in order to create magic items. Wizard's guilds and major temples often will provide their mages and clerics access to a workshop. If a spellcaster wishes to build his own workshop, a minimum of 4,000gp must be invested to allow creation of 1st level spell effects or item bonuses. For each subsequent spell level or bonus, another 2,000gp must be invested. Having an exceptionally valuable workshop aids item creation. For every 10,000gp of value above the minimum required for the spell, the spellcaster receives a +1 bonus on his magic research throw (up to a maximum +3 bonus).

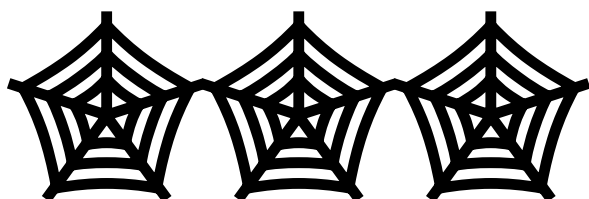


Magic Item Creation: Base Cost

Item Type	Base Cost
One Use Effect	500gp x spell level
Charged Effect	500gp x spell level x charges*
Permanent Effect, Unlimited Use	500gp x spell level x 50
Permanent Effect, Use 1/turn	500gp x spell level x 33
Permanent Effect, Use 1/3 turns	500gp x spell level x 25
Permanent Effect, Use 1/hour	500gp x spell level x 16
Permanent Effect, Use 3/day	500gp x spell level x 12
Permanent Effect, Use 1/day	500gp x spell level x 10
Permanent Effect, Use 1/week	500gp x spell level x 6
Magical Weapon +1	5,000gp**
Incr bonus from +1 to +2	+10,000gp**
Incr bonus from +2 to +3	+20,000gp**
Magical Armor +1	5,000gp**
Incr bonus from +1 to +2	+10,000gp**
Incr bonus from +2 to +3	+20,000gp**

Magic Item Creation: Time Cost

Item Type	Time
One Use Effect	1 week x spell level
Charged Effect	2 days x spell level x charges
Permanent Effect, Unlimited Use	100 days x spell level
Permanent Effect, Use 1/turn	80 days x spell level
Permanent Effect, Use 1/3 turns	70 days x spell level
Permanent Effect, Use 1/hour	60 days x spell level
Permanent Effect, Use 3/day	50 days x spell level
Permanent Effect, Use 1/day	40 days x spell level
Permanent Effect, Use 1/wk	30 days x spell level
Magical Weapon +1	1 month x WBC / 10***
Incr bonus from +1 to +2	+1 month x WBC / 10***
Incr bonus from +2 to +3	+1 month x WBC / 10***
Magical Armor +1	1 month x Armor Class
Incr bonus from +1 to +2	+1 month
Incr bonus from +2 to +3	+1 month



* If a charged item has multiple spell effects powered by the same charges, use the base cost and time for the highest level spell effect, plus half the base cost and time for each other spell effect. The minimum time to create a charged item is never less than 1 week per spell level of the highest level effect.

** If the weapon or armor has a bonus that is restricted to a particular class or type of opponents, the extra bonus is half price. If the weapon or armor is enchanted with spell-like effects, the spell-like effects are enchanted separately using the cost and time for charged or permanent effects.

***"WBC" = Weapon Base Cost. Arrows, bolts, and sling stones are enchanted in bundles of 20 at a base cost of 10gp.

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OPTIONAL RULES

Minor Optional Rules

Avoiding Save-or-“Die”

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.

Complex Turn Undead

The standard system for turning undead is simply but does not give the same odds of turning as 0e. To get closer to the 0e odds you can use this more complex system. Roll 2d6 and add twice the difference between the Cleric's Level and the Undead's Hit Dice [$2 * CL - UHD$]. A roll of 9 or higher turns 2d6 undead. Automatically turn 2d6 undead if the modifier is +4 or higher. Automatically destroy 2d6 undead if the modifier is +7 or higher.

Contest of Skills

A contest of skills is handled similar to combat, except the opponents aren't trying to kill one another; they are trying to defeat their opponent with their skills. Like in a combat, opponents in a contest of skills make an initiative roll for each round to determine who "attacks" first in the round. Instead of making a roll of attack bonus vs. Armor Class, each contestant makes the appropriate skill roll based on his class and background. If the attacker's result is equal or higher than the defender's result, he causes "skill damage" equal to 1d6 + stat bonus of the stat used by the skill. Skill Damage is removed from a set of Contest Points. At the beginning of the contest, each contestant's Contest Points which are set equal to the score of the stat used by the skill plus the character's level. When a character's Contest Points fall to 0 (zero) or less, the contest of skills is over, and the loser is defeated (knocked unconscious, humiliated, loses the bet, etc.). Contest Points cannot normally be increased during a Contest of Skills – unless someone successfully cheats.

Counterspells

Arcane spell casters have the ability to disrupt other arcane casters by attempting to counter the spell. Casters can attempt to counter any type of arcane spell; however they get a -1 penalty when countering spells cast by a class different from their class.

The moment that a spell is cast, any caster within range (10 feet per level) and who has not yet acted that round may abandon their planned action to try to counter the spell. In order to succeed the countering caster must make a magic attack roll and beat a DC equal to $20 + (\text{spell caster's level})$ at a cost of 3 + the level of the spell being countered in HP. Before rolling they may choose to use their magical energies to improve their chances of success: for each additional 2 HP spent (for each 3 HP spent if the caster is of a different class), their roll gains +1 bonus.

If a caster was casting a spell and stops doing so to counter a spell, the effect is the same as if the caster were hit in combat.

Energy Drain

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

Traditional Experience for Treasure

Traditionally, experience points were only given for treasure found in B/X and were not given for treasure spent. To use this system, ignore the standard rules for experience from treasure found and experience for treasure spend and use the following rule instead.

At the end of an adventure, total the value of all non-magical treasure found during the adventure in gold pieces. Divide the result by the number of characters in the party to determine the number of XP each character receives from treasure. Henchmen/Retainers count as 1/2 person and hirelings count as 1/10 person (round up for PCs, round down for others).

Traditional Hit Points

Traditionally, 0e characters do not have body points, only hit points. To use this system, use the following rules instead of those in the main text.

Hit Points: If Hit Points (HP) reach 0, the character is unconscious and near death. Further damage directly reduces STR. If that reaches 0, the character is dead.

Healing: All characters recover hit points lost due to wounds and damage at a rate equal to one-half their level (round up) in hit points per night of rest. (In addition, Magic-Users and Clerics recover all hit points lost due to spell casting with a night's rest.) If a character has lost strength due to wounds, no hit points are recovered, but the character regains lost strength at the rate equal to their STR Bonus (minimum of 1 point regained) per full day of rest.

Critical Hits: Either ignore critical hits or have a critical hit simply assume maximum damage was rolled.

Optional Character Creation Rules

Stats

Instead of rolling 3d6 and assigning the result to a stat, one of the following methods may be used.

Roll 4d6: Roll 4d6 then drop the lowest die, totaling the remaining 3 dice, assign the result to a stat. Repeat for remaining stats.

Roll 2d6+6: Roll 2d6, Total the 2 dice and add 6 to the result, then allocate to one of the stats. Repeat for remaining stats.

Point Buy (Average): Characters have 44 stat points. Assign these points to the character's stats with a minimum of 3 and a maximum of 18 in each stat.

Point Buy (Heroic): Characters have 52 stat points. Assign these points to the character's stats with a minimum of 3 and a maximum of 18 in each stat.

Array (Average): Assign 15 to one stat, 11 to another two stats, and 7 to the remaining stat.

Array (Heroic): Assign 17 to one stat, 15 to another stat, 13 to a third stat, and 11 to the remaining stat.

- ❖ *Notes for the GM:* With the exception of the Point Buy (Average) and the Array (Average) options, these optional methods of determining character stats tend to produce characters with higher than average stats. Consider the effects on your campaign carefully before replacing the standard stat roll method with one of these. Remember also that high and low stats have less effect on the character's abilities in Microlite75 than they do in many games.

Fighter Special Abilities

Fighters may select one special ability from this list at level 3 and at level 6. (Optional: for high powered campaigns, allow fighters to select one ability at levels 3, 6, 9, 12, etc.). Other Fighting Classes may select one special ability at level 5 and at level 10. (Optional: for high powered campaigns, allow other fighting classes to select one ability at levels 5, 10, 15, etc.). Each fighter special ability may only be selected once.

Accuracy – A Fighter 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 – A Fighter with this special ability may go into a berserker rage when in combat. During a berserker rage, the Fighter 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 Fighter 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 Fighter is berserker costs him 2 hp, subtracted immediately after the berserker rage ends. A berserk Fighter cannot use any combat stunts nor the Find Weakness or Leadership special abilities.

Blind-fighting – A fighter with this ability may attack while blind or in conditions of total darkness with only a -2 penalty to hit.

Brutal Attack – A Fighter 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: A Fighter 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), a Fighter with this special ability may add his level (plus 1 for every point of dexterity above 15) to his AC.

Dragon Slayer – A fighter with this ability ignores the -1 penalty to saves against breath weapons and other blasts.

Find Weakness – When attacking an unaware opponent, a Fighter 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.

First Aid – Fighters take so many minor wounds during training that they learn to bind fresh wounds. During the first ten minutes after a battle, a fighter may bind the wounds on himself or another. Binding wounds takes 10 minutes and restores 1D2-1 Body Points. Only damage suffered during the immediately previous battle may be cured.

Goblin Slayer – A fighter with this ability treats his Fighter Bonus as one higher when fighting kobolds, goblins, orcs, gnolls, hobgoblins, bugbears, ogres, trolls, and giants. At the GM's option similar abilities might exist for fighting demihumans (humans, dwarves, elves, halflings, and gnomes) or other groups of monsters (such as dragons or the undead).

Grappling Expert – A fighter with this bonus retains their full AC while grappling.

Mounted Combat – The character receives a +1 bonus to attacks while mounted.

Leadership – When a Fighter with this special ability is leading a group of hirelings under their command, When leading a group of hirelings under their command, the hirelings subtract the Fighter's Fighter Bonus in any morale checks and add one-half the Fighter's Fighter Bonus (round up) to their attack and damage rolls.

One Shot – A Fighter 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 Fighter's level on a critical hit (in addition to the normal effects of a critical hit).

Sniper – A fighter with this ability ignores -2 of the penalty for using a ranged weapon at medium or long range.

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

Terrifying Style – A Fighter with this special ability has a terrifying combat style. Opposing side must check morale every time he makes a critical hit.

Toughness – A fighter with this ability has extra hit points equal to twice their Fighter Bonus

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

- ❖ *Notes for the GM:* Some people feel that the Fighter class is too weak at higher levels compared to the Magic-User and Cleric. These special abilities allow limited mechanical customization of Fighters without greatly increasing their power or making the game more complex to play or GM. Nevertheless, they do increase the power of the Fighter so the GM needs to carefully consider the needs of her players and her campaign before deciding to use these supplemental rules, especially if the option allowing fighters to select one special ability every three levels is used.

Advantages and Disadvantages

Many players like to have characters that are mechanically different from other characters of their class. Backgrounds help provide this, but some campaigns may need more. Characters in such campaigns may be created with advantages and disadvantages that adjust the character's Experience Base. All advantages and disadvantages selected for a specific character must be approved by the GM as suitable the campaign, the style of play, and the specific character. Things that any characters should be able to try to do should never be allowed as advantages. The following are example advantages and disadvantages that may be used. These are only examples, you may wish to remove some of the ones listed that do not fit your campaign or style of play and/or add new ones tailored to your campaign.

Advantages: The following special abilities increase a character's abilities and powers at the cost of increasing the number of experience points a character needs to advance.

Alchemy: Alchemists can create potions with the effect of Arcane Spells. With access to water, ingredients (5 gp per use per Spell Level), and a successful roll of 1d20 + Magic Attack Bonus vs. a DC of 10 + (3 x Spell Level), an Alchemist can create potions for spells of a Spell Level up to 1/2 the Alchemist's Level (round up). Potions take 30 minutes per spell level to brew. These potions can be used up to 24 hours after their creation; creating a potion with no expiration adds (2 x Spell Level) to the DC. Each potion after the first created in a day adds +2 to the DC. Experience Adjustment: -15%.

Ambidextrous: Characters are normally considered to be right or left-handed. Ambidextrous characters can use both hands equally well, even at the same time. Experience Adjustment: -

3%.

Danger Sense: The character has a sixth sense for danger. For an Experience Adjustment of -5%, he can never be surprised.

Direction Sense: For an Experience Adjustment of -3%, a character always knows which direction is which (e.g. which way is north). For an Experience Adjustment of -7%, a character not only always knows which direction is which but can always retrace his path (e.g. return the way he came in in a maze).

Dual Class: The character has two character classes and advances in them simultaneously (i.e. Dual Class characters still only have one level). A Dual Class character's Experience Base is equal to the total of the Experience Bases for each class (e.g. the Experience Base for a Fighter/Magic-User would be 50 – to which this advantage's Experience Base Modifier would be added). Dual Class characters combine the abilities and restrictions of both classes, taking the best in cases of conflict, except where ruled otherwise by the GM. Experience Adjustment: -10%

Former Magic-User Apprentice: The character began training as a Magic-User or Illusionist but did not complete it. The character has the Magic-User special abilities (Arcane Blast and Minor Magic) but at a cost of 3 HP per use. He can create the needed wand, but doing so takes a full week instead of a few hours. If the ritual rules are used, the character can cast first and second level spells as rituals provided he has a readable written copy of the spell ritual. Experience Adjustment: -15%.

Herbalism: Herbalists are familiar with the magical methods of selecting and preparing herbal elixirs, poultices, etc. with the effects of divine healing spells (effect level is listed in parenthesis): Cure Light Wounds (1), Gentle Repose (2), Cure Blindness (3), Cure Deafness (3), Cure Disease (3), Cure Serious Wounds (4), Neutralize Poison (5), Restoration (7). Successful creation requires access to water, ingredients (5 gp per use per effect level), and a successful roll of 1d20 + Magic Attack Bonus vs. a DC of 10 + (3 x Spell Level). Effects equal to 1/2 the herbalist's level (round up) can be created. Herbal creations may be used up to 24 hours after creation. Herbal creations affecting disease or poison must be created for a specific disease or poison. Experience Adjustment: -12%.

Photographic Memory: For an Experience Adjustment of -3%, a character may remember details most would forget on a successful WIL save. For an Experience Base modifier of -7%, a character can remember everything with true photographic detail on a successful WIL save.

Disadvantages: The following major hindrances to a character decrease the number of experience points a character needs to advance. However, the character's Experience Base can never go below 50% of his Experience Base without any disadvantages.

Frail: Character is unhealthy and weak of frame, subtracting 1 from the number of hit points gained at each level (minimum 0). Experience Adjustment: +5%.

Hunted by Enemies: The character is hunted by some powerful person or group who want to do them ill. The Experience Adjustment is the total of the modifier for the hunter's power and how often the enemy has a hand in the character's adventures. Power: slightly more powerful than character +0%; much more powerful +5%; extremely powerful +10%. Frequency: 20% of game sessions +0; 40% of game sessions +5%; 60% of game sessions +7%.

Low Self-Esteem: Character has little self-confidence or self-worth, taking a -3 penalty on Presence saves. Experience Adjustment: +5%.

Meager Fortitude: Character is sickly and weak of stomach, taking a -3 penalty on Fortitude saves. Experience Adjustment: +5%.

Noncombatant: Character is relatively inept at melee combat; take a -2 penalty on all melee attack rolls. Experience Adjustment: +5%.

Phobia: The character has a fear so strong it can overwhelm him. Mild phobias can be temporarily overcome with a MIND save. Severe phobias cannot be overcome. The Experience Base modifier is determined by how common the object of the fear is and the severity. Type of fear: Rare object/situation: +3%; Uncommon object/situation: +5%; Common object/situation: +10%. Severity of Fear: Mild Fear: 1x; Severe fear: 2x.

Poor Reflexes: Character zigs when he should zag, taking a -3 penalty on Reflex saves. Experience Adjustment: +5%.

Shaky: Character is relatively poor at ranged combat, taking a -2 penalty on all ranged attack rolls. Experience Adjustment: +5%.

Unlucky: Your character just has 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. Experience Adjustment: +10%.

Unreactive: Character is slow to react to danger, taking a -4 penalty on initiative checks. Experience Adjustment: +5%.

Vow: Your character has sworn an oath to do or not do something. The number of points it is worth is based on the amount of inconvenience the GM thinks it will cause the character during an average game session. Characters who break their vow during a session receive no XP for the session. Experience Adjustment: Minor inconvenience: +5%; Major inconvenience: +10%; Great inconvenience: +15%.

Vulnerable: Character is not good at defending himself, taking a -1 penalty to Armor Class. Experience Adjustment: +5%.

Weak Will: Character is highly suggestible and easily duped; taking a -3 penalty on Will saves. Experience Adjustment: +5%.

- ❖ **Notes for the GM:** GMs should think carefully before allowing Advantages and Disadvantages into their game. While they can be a great way to create a special character, they can be a pain in play. This is especially true for disadvantages like "Hunted by Enemies" that actually create more work for the GM. If you decide to allow them, you need to carefully look over characters that use them to be sure that those taken actually make sense for the player's character concept and aren't just being used to min-max the character.

Traditional Alignment

Basic Alignment

There are three basic alignments: Law, Chaos, and Neutral. Only intelligent beings have alignment and the vast majority of those tend to be neutral. Player Characters should select an alignment for their characters.

Law: Characters aligned with Law try to avoid unnecessary harm to others by their actions or inaction. They often put the good of society/everyone over the immediate good of themselves and their friends. They are usually willing to help others/society even if doing so is somewhat inconvenient. If given power over others, they tend to use it for the good of all.

Chaos: Characters aligned with Chaos only care about themselves and those who are currently useful to them. While they may not go out of their way to harm others, they do not care if others are harmed as long as they succeed at their personal goals. They are generally only willing to help others/society if they get something they want or need out of it. If given power over others they tend to abuse it and use it mainly to help themselves.

Neutral: Neutral characters tend to put themselves and their friends first, but will generally not allow others to come to unnecessary harm or inconvenience in order to succeed. They are willing to help others/society so long as doing so is not inconvenient. If given power over others, they tend to use it for good, but they and their friends come first.

Advanced Alignment

People familiar with 1e will notice that the basic alignment system does not account for "good" and "evil." This is because these concepts are left to interpretation. This is a philosophy more in line with classic pulp fantasy and science fiction. In this way of thinking, the "highest philosophy" is the conflict between law and chaos, with the balance of neutrality between. In this philosophical universe, concepts of good and evil are merely a means to attain the goals of any one of these greater spheres of thought. In this game, then, "evil" and "good" are much more situational than doctrines of behavior. Evil will often be associated with chaos, and good with law, but this need not always be the case. However for those who prefer the more complex alignment system of 1e, what follows is a presentation of alignments that incorporates good and evil. This system may optionally be used for PCs or NPCs, and may be assigned to monsters as the GM sees fit.

Lawful Good: A lawful good character opposes evil and believes in maintaining order. He keeps his word and acts against injustice. A lawful good character hates to see the guilty go unpunished. He believes the best way to maintain the greater good is through tradition, discipline, and order.

Neutral Good: A neutral good character opposes evil, but no particular importance is placed on law or chaos. He believes the greater good can be achieved at times through both means, and a balance of the two.

Chaotic Good: A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He believes in goodness and right but has little use for laws and regulations. He follows his own moral compass, which, although good, may not agree with that of society.

Lawful Neutral: A lawful neutral character acts in accordance with law, tradition, or a personal code. Order and organization are paramount. Good and evil are to be maintained in balance to achieve order.

Neutral: A neutral character commits himself philosophically to neutrality. He sees good, evil, law, and chaos as extremes that must be maintained entirely in balance, as nature intends. In nature these forces may fluctuate, but a neutral character would oppose any artificial imbalance imposed by others.

Chaotic Neutral: A chaotic neutral character believes in randomness. Further, the best way to maintain disorder is to keep good and evil in balance. These characters are often unpredictable, but not cruel.

Lawful Evil: A lawful evil character cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. Domination is attained through strict adherence to discipline.

Neutral Evil: A neutral evil character is selfish and cares nothing for life or others. Evil for the sake of evil is the main tenet with these characters, and law or chaos are unimportant or only a means to an end.

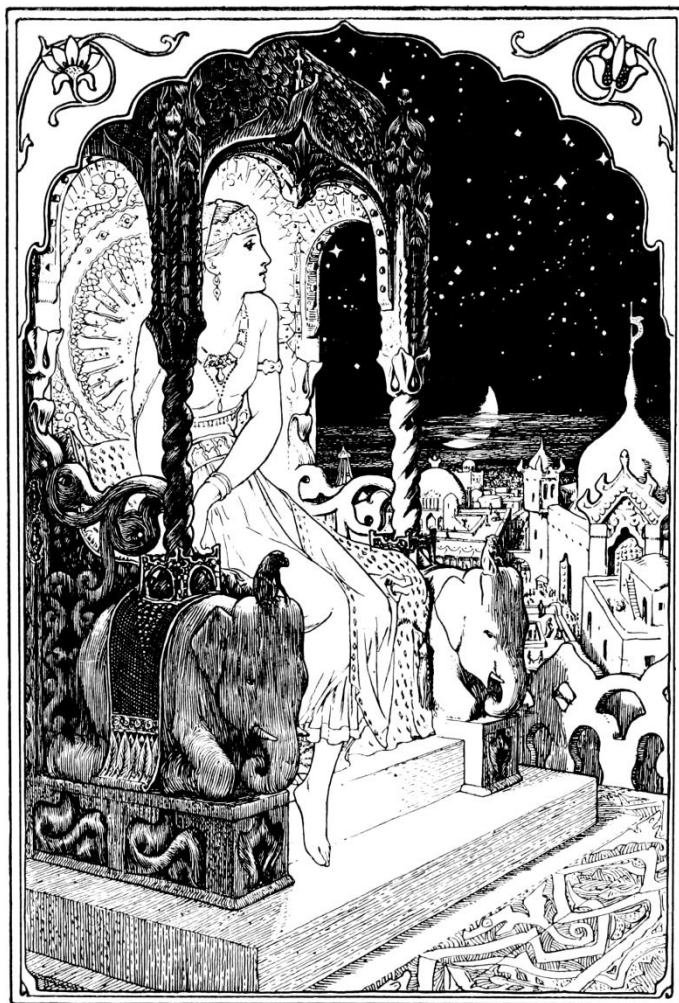
Chaotic Evil: A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He may be vicious, arbitrarily violent, and unpredictable. He may be simply out for whatever he can get, or he may be committed to the spread of evil and chaos.

groups may prefer to use the more traditional alignments. Alignments can be used either with Allegiance rules or instead of Allegiances rules. If used with Allegiances, characters should not take ethical allegiances if using the Basic Alignment system and should not take ethical or moral allegiances if using the Advanced Alignment system.

Character Goals and Personality Traits

The personality factors rules are a simple way to handle character "personalities" at a very simple level, some may prefer a more flexible system. If this system is used, the GM will "enforce" it with Experience Point bonuses for using the character's goals and traits in play.

Character Goals: In order to individual characters, each player must select four goals from the list below and arrange them in order of importance to the character from first to fourth. Goals not on the list may be selected with prior GM approval. The GM may award bonus XP for goal achievements during a session. Characters can also earn points by helping their friends (fellow PCS and associated NPCS) achieve their goals, so long as their friends goals do not clash with their own goals. Players may change a goal or change the order of their goals during a campaign with GM approval.



- ❖ **Notes for the GM:** Alignment is one of the controversial parts of early versions of the world's most popular fantasy roleplaying game. When Microlite75 Extended replaces it with Allegiances (which can include it), some

Suggested Goals: (The player must select a particular aspect to stress for those marked with an asterisk)

Furtherance of Scholarly Studies*	History, linguistics, literature, etc.
Furtherance of Art*	Music, architecture, crafts, etc.
Furtherance of Science*	Astrology, engineering, etc.
Wealth	Accumulation of treasure or other wealth
Earthly Pleasures	Wine, women/men, drugs, etc.
Romance	True love
Power over Others	Political, religious, in criminal underworld, etc.
Fame	Personal renown far and wide
Rank*	On social scale or in institution like religion or military
Preservation of the Status Quo	Prevention of change (in government, religion, social system, etc.)
Preservation of Nature	
Preservation of Order	Prevention of breakdown of law and order
Comradeship	Establishment and maintenance of friendships
Risk Tasking	Taking physical, financial, or spiritual risks
Commercial Business	Setting up and running profitable businesses
Collecting*	Jewelry, antiques, weapons. Etc. (for pleasure of ownership, not for actual use)
Religious Service	Serving religions and Gods
Battle Glory	Winning renown in battle
Image Cultivation	Adopting a distinctive appearance and style to impress others
Freedom	Preservation of individual freedoms
Chivalry	Mercy, fairness, compassion
Honor	Duty to liege, family, friends, or own dignity
Mystic Power	Finding spells, magic items, etc. for own use
Patriotism	Acting in country's best interest
Discovery	Bringing new knowledge to own civilization
Experience Wonders	Travelling through strange lands, other planes, etc.
Intrigue	Political/Social secret scheming and plotting
Materialism	Spending money on displays of wealth: manors, castles, useless expensive items, etc.
Welfare of Others	
Responsibility	Desire to carry out duties, take care of charges, etc.
Expansion of Civilization	Into new lands, etc.
Wanton Destruction	Desire to destroy things for the pleasure of destroying
Cruelty	Desire to cause pain in others
Persecution of Evil	"Evil" as defined by your culture or religion
Competition	Desire to compete for competition's sake
Personal Feats	The "do it because it's there" spirit
Creation*	Make magic items, works of art, etc.
Self-Discipline	Controlling one's behavior and emotions
Trickery*	Thwarting authority, playing practical jokes, etc.

Character Personality Traits: In order to further individualize characters, players must select three of the following Personality Traits for their character. Personality Traits other than those listed may be used with prior GM approval. Players should be careful not to select traits that they are not interested in playing or that strongly conflict with their goals or religion (unless that is what the player wants). Players should also try to avoid selecting conflicting Personal Traits for their characters. If such traits are selected (for example, the first two on the list below), the negative trait (passion for drink, in this case) is applied to

the character while the positive trait is directed toward the behavior of others – which tends to make the character a hypocrite.

Suggested Personality Traits:

True passion for alcoholic beverages
 Disapproves of drunken ways
 True passion for gambling
 Disapproves of gambling
 Enjoy a good public brawl and will start one given a good reason
 Disapproves of public brawling
 True passion for members of the opposite sex
 Disapproves of lewd and/or flirtatious behavior
 Braggart who exaggerates his/her deeds
 Modest about own deeds and disapproves of bragging
 Gourmet who will not tolerate poor cuisine
 Glutton who will eat just about anything and think it great
 Rather crude and rough manners
 Excellent manners, cannot tolerate bad manners
 Will lie when it suits his/her needs
 Truthful character who does not tolerate falsehood
 Grasping and greedy
 Miserly and begrudges spending money
 Spendthrift whose money never lasts long
 Tends to forgive (or forget) personal insults and injuries
 Tends not to forgive or forget personal insults and injuries, and always tries to get even – sometime
 Social snob who demands due respect from his/her social inferiors
 Social egalitarian that places little worth in social class differences when a person has shown his/her worth
 Character will not kill except in self-defense (and only after all else has been tried and has failed)
 Sexist who belittles the abilities of the opposite sex.
 Mild prejudice against a specific race or class (belittles their abilities)
 Overconfident of own abilities
 Little confidence in own abilities
 Mild phobia
 Always optimistic
 Always pessimistic

Version Suitability: Any.

- ❖ *Notes for the GM:* Alignment (especially with the optional vices and virtues) is enough for many campaigns, but the systems here provide much finer control over character personality for those who want the fine control accompanied by mechanical effects that benefit a player who plays in character and penalize a player who does not.



Optional Magic Rules

Metamagic

Magic-Users and Clerics may select one metamagic ability from this list at levels 3 and 6. A spell with metamagic abilities applied is cast at a higher HP cost: the standard HP cost for the spell plus the HP cost for all metamagic being applied to the spell. The GM has the final say as to what metamagic effects do or do not make sense to use with a particular spell. Multiple metamagic effects can be applied to a single spell; however, each metamagic effect after the first adds an additional +1 to the HP cost of the spell.

Empower Spell - All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell adds +4 to the HP cost of the base spell.

Enlarge Spell - You can alter a spell with a range of close, medium, or long to increase its range by 100%. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, are not affected. An enlarged spell adds +2 to the HP cost of the base spell.

Extend Spell - An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected. An extended spell adds +2 to the HP cost of the base spell.

Widen Spell - You can alter an area shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell adds +6 to the HP cost of the base spell.

- ❖ *Notes for the GM:* These abilities ported in from 3e allow Magic-Users and Clerics to manipulate the effects of some of their spells. This can make Magic-Users and Clerics somewhat more interesting to play, but it can also make them much more powerful (especially in the hands of mini-maxing players). GMs should carefully consider the needs of their campaign and the types of players in their campaign before using the supplemental metamagic rules.

Material Components

Many spells are greatly facilitated by the odd bit of eye of newt, bat guano and sulphur, glass rods, holy incense or sacred mistletoe. Casting a spell with material components in hand reduces the HP cost of a spell as much again as does having an implement (to a minimum of 2).

Components for a 1st level spell cost 1 GP, for a 2nd level spell cost 5 GP, for a 3rd level spell cost 10 GP, for a 4th level spell cost 25 GP, for a 5th level spell cost 75 GP, and for a 6th level spell cost 250 GP. Some spells have components that cost a lot more, while some have comparatively cheap ones, so treat this amount as a fairly abstracted average.

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

Fire-And-Forget Magic

Magic-Users can cast any arcane spell (and Clerics any divine spell) from the Microlite75 list appropriate to their class as shown on the charts below. Arcane casters start with Read Magic and 1d2 additional first levels spells in his spell book (which must be approved by the GM) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Divine casters do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

Both arcane and divine casters must select and prepare specific spells from their collections in advance. The number of spells of specific levels a character can prepare is limited by their class level (see below for details). Preparing spells takes one hour of uninterrupted time: arcane casters must study their spell books while divine casters must meditate and commune with their deity.

Number of Spells Prepared Per Day (Arcane Spell Casters)

Arcane Class Lvl	Spell Level								
	1	2	3	4	5	6	7	8	9
1	2								
2	2								
3	3	1							
4	4	2							
5	4	2	1						
6	4	2	2						
7	4	3	2	1					
8	4	3	3	2					
9	4	3	3	2	1				
10	4	4	3	2	2				
11	4	4	4	3	3	1			
12	4	4	4	4	4	1			
13	5	5	5	4	4	2			
14	5	5	5	4	4	3	1		
15	5	5	5	5	4	4	2		
16	5	5	5	5	5	5	2	1	
17	6	6	6	5	5	5	2	2	
18	6	6	6	6	6	5	3	2	1
19	7	7	7	6	6	6	3	2	2
20	7	7	7	7	7	7	3	3	2

Number of Spells Prepared Per Day (Divine Spell Casters)

Divine Class Lvl	Spell Level						
	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	2	2					
5	2	2	1				
6	2	2	1	1			
7	2	2	2	1	1		
8	3	3	2	2	1		
9	3	3	3	2	2		
10	4	4	3	3	2		
11	4	4	4	3	3		
12	5	5	4	4	3	1	
13	5	5	5	4	4	1	
14	6	5	5	5	4	2	
15	6	6	6	5	5	2	
16	7	6	6	6	5	3	
17	7	7	7	6	6	3	1
18	8	7	7	7	6	4	1
19	8	8	8	7	7	4	2
20	8	8	8	8	7	5	2

Casting a prepared spell does not cost any hit points, but once cast, a spell cast is no longer in memory and may not be cast again. Casters may prepare multiple copies of the same spell.

In combat, if a caster is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles and the caster loses the spell from memory just as if he had cast it.

No Clerical Spell at First Level (Optional): To be true to the original source material, first level clerics should not have any spells. To duplicate this, change the number of first level spells available to first level clerics to zero and the number available to second level clerics to one on the Cleric table below.

Reduced Caster Hit Points (Optional): As casters do not use hit points to cast spells, their hit dice are capped at 9 for arcane casters (+ 1 hit point per level thereafter) and at 12 for divine casters (+2 hit points per level thereafter).

Optional Combat Rules

Armor for Everyone

All character classes can wear armor; however, wearing armor has negative effects on the abilities of some classes. Armor Class in this system is Armor Class (AC) = Base Armor Class + DEX bonus + Armor bonus

Base Armor Class: Each class has a base armor class that is in effect anytime the character is conscious and not tied up to the point they can't move at all. This base armor class takes into account the character's combat training which allows him to dodge and parry blows.

Fighter -- Base AC of 14
 Paladin/Ranger -- Base AC of 13
 Cleric/Druid/Bard -- Base AC of 12
 Thief/Assassin -- Base AC of 11
 Magic-User/Illusionist -- Base AC of 10

Any character that is unconscious or heavily restrained has a Base AC of 10. Other classes should be slotted in on the level of the character that makes the most sense. ONLY the fighting man should get a Base AC of 14, however. Other fighter classes/subclasses should come in on the Paladin/Ranger line at best. The Monk is a special case, and still can't use armor as their training replaces it.

Armor: Armor adds to the character's Base AC when worn. Armor may have side effects for some classes.

Light Armor: +1 to AC. Magic-Users and Illusionists cannot cast their highest level of spells known while wearing Light Armor.

Medium Armor: +2 to AC. Magic-Users and Illusionists cannot cast their two highest levels of spells known while wearing Medium Armor. Thief abilities are halved while wearing Medium Armor.

Heavy Armor: +3 to AC. Magic-Users and Illusionists cannot cast their three highest levels of spells known while wearing Heavy Armor. Thief abilities are unusable while wearing Heavy Armor.

Shield: +1 to AC, only when character is conscious and mobile. Magic-Users and Illusionists cannot cast their highest level of spells known using a shield -- if they are using a shield and armor the shield adds 1 to the levels of spells they cannot use.

Examples: An unarmored average DEX fighting man is AC 14. The same fighting man in plate armor and using a shield would be AC 18.

An unarmored average DEX 10th level wizard would be AC 10 and could cast spells normally. If that tenth level wizard wears chainmail, she would be AC 12 but would not be able to cast any of her 4th or 5th level spells. A 1st through 4th level magic user wearing chainmail would not be able to cast any spells at all.

Wearing Armor affects Bards based on the type of magic they cast. If they use Illusionist magic, wearing armor reduces their ability to cast spells just as it does for magic-users or illusionists. If they use Druid magic, it has no effect on their ability to cast spells.

- ❖ *Notes for the GM: One thing that really seems to sit wrong with some players in early editions are the armor and weapons limitations on classes. Some players really want their magic-users to wield swords and wear armor. This optional armor system allows this while still trying to maintain the balance between classes.*

Black Powder Weapons

In some campaign settings, early black powder firearms may be available. Black powder weapons have the potential to cause a lot of damage, if the maximum is rolled on a black powder weapon's damage die (for example, 8 for a pistol), roll again and add the new result to the total. Keep rolling as long as the maximum is rolled. A black powder weapon can only be fired once before it has to be reloaded, which takes an entire round.

Weapon	Range	MinSTR	Cost	Damage
Pistol	30ft	14	200gp	1d8
Musket	200ft	11	500gp	1d10

- ❖ *Notes for the GM:* Black powder can be considered an alchemical or even magical substance in a campaign setting if the GM desires. Adding black powder weapons will not unbalance a campaign, but it will certainly change the feel of a campaign setting, especially if such weapons are common.

Combat Stunts (Simple)

At a cost of 1 hit point, Fighting and Specialist classes may adjust their armor bonuses, attack bonus, damage done, etc. for an attack to create a combat stunt. For each -1 a character takes, he may take a +1 in another area. A Fighting Class may take up to 2 plus Level/3 (round up) in penalties on a single attack roll. A Specialist class may take up to his level/3 (round up) in penalties on a single attack roll.

For example, a 5th level fighter (maximum combat stunt penalties of -4) might want to do a great blow causing 4 points extra damage in exchange for reducing his AC until his next action and reducing his chance to hit with the attack. For example, +4 to damage, -2 to AC and -2 to hit would balance the bonuses and penalties.

- ❖ *Notes for the GM:* This can make combat more interesting at little cost in complexity. If you use this system, you should require the player to describe what his character is doing and deny any combat stunts that do not make sense in the situation (no tripping a gelatinous cube, for example) or whose bonuses and penalties do not match up well to the player's description of the stunt. If characters are allowed this option, some intelligent opponents (including some monsters) may use these combat stunts at your option.

Combat Stunts (Complex)

Fighting Classes may modify their basic attack in the following ways by spending HPs: 1 hp + 2hp for each effect.

Hinder - inflict an extra 1d6 as a penalty until next turn
 Cleave - hit all adjacent enemies, roll separate damage
 Aid - give a 1d6 bonus any one character's to hit or AC this round
 Extra Die - roll an extra damage die (can't be used with Aid or Hinder)
 Effect - some extra effect like knocking the target back or disarming them. The target gets a saving throw.

The maximum number of hit points a Fighter can spend on stunts for a single attack is ((Level/2, round up) x 2) + 1. That is 3hp at levels 1 and 2, 5hp at levels 3 and 4, 7hp at levels 5 and 6, etc. - with an absolute maximum equal to the Fighter's STR.

Example: A fighter of level 3 or higher can spend 5hp to hit all the kobolds surrounding him with double damage (Cleave, Extra Die).

Example: A Fighter can spend 3hp to make a distracting attack that gives another named member of his party +1d6 to hit the same opponent (Aid).

Example: A fighter can spend 3 hp to knock the goblin off balance, giving him a -1d6 AC penalty (Hinder).

Example: A fighter of level 10 or higher could knock his

opponent back, giving three named members of his party a +1d6 each to hit that same opponent, and reducing the opponent's AC by 1d6 (Effect, Aid x 3, Hinder).

If the Combat Stunts (Simple) rules are in use, Fighters may also adjust their bonuses as allowed under those rules as part of a complex combat stunt at no additional cost in hit points.

- ❖ *Notes for the GM:* This can make combat more interesting for fighters, but a relatively large cost in complexity. If you use this system, you should require the player to describe what his character is doing and deny any combat stunts that do not make sense in the situation (no tripping a gelatinous cube, for example) or whose bonuses and penalties do not match up well to the player's description of the stunt. If characters are allowed this option, some intelligent opponents (including some monsters) may use these combat stunts at your option.

Miniatures and Battle Maps

If you have miniature figures (about 1 inch or 25 to 28 mm tall) to represent the characters and their enemies and wish to use them to create more tactical battles, you will need a ruler or a battle map covered in spaces (squares, hexes or 1 inch measurements). One space equals 5 feet or 2 yards, and the average character and monster moves 6 spaces per turn even diagonally.

Small characters (like halflings or gnomes) move 5 spaces per turn, while characters wearing heavy armor (splint mail, banded mail, half-plate, full plate) move 1 space less each turn. On older-style maps, where one space equals 10 feet, the average character moves 3 spaces per turn.

Characters can move through the same space as another character or enemy, but cannot end movement in the same space as another figure. Attempting to move past an enemy (through the enemy space or a space next to an enemy) may trigger an opportunity attack. Rubble, darkness, heavy growth and other difficult terrain costs 2 spaces of movement per space moved by the character. Moving up and down is the same as moving horizontally (a character does not have to spend extra movement to climb or fly). Moving just 1 space is considered a "free" action, as long as the character does not move any farther that turn.

If there's a question whether a character could see an enemy to hit it, draw an imaginary straight line from the center of the attacker's space to the center of the target's space (or one of its spaces, if it takes up more than one space on the map). If there is no major obstacle or enemy in the path, the character can make the attack. Allies of the attacker do not block its path. Characters can attack through windows and other partial obstacles at a -2 penalty to hit.

To avoid calculating attack ranges each turn, melee attacks must be made against an enemy in a space adjacent to the character. Thrown and short-range weapon attacks can be made against an enemy up to 10 spaces away. Long-range weapon attacks can be made against an enemy up to 25 spaces away.

- ❖ *Notes for the GM:* Combat in Microlite75 is not really intended to be played out with minis and battle maps. However, some groups will want to use them. These rules provide a simple system for those who wish to use it. GMs can make it more complex if their groups really want detailed, tactical combat.

Unusual Weapons

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

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

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

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

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

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

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

Nets (1 gp, no damage): Attacking with a net always takes a -2 penalty because they're inherently pretty ungainly to throw. If it hits the target is entangled and is treated as if grappled in all respects (but his attacker is not) for as long as the attacker holds onto the line. A net is big enough to entangle even big creatures (a hill giant or smallish dragon is around the upper limit), smaller man-sized ones can be purchased for 5 GP. Multiple nets, lassos, or bolas could be used in concert to collectively try to restrain a particularly big creature.

Notes for the GM: Some weapons simply have more complex effects and "cause x points of damage". These rules allow for these effects at the expense of more complex combat.

Weapon Damage By Class

Characters of any class can use any weapon. However, because of different levels of training, the amount of damage a character can do with a given weapon varies the type of weapon and the wielder's class. The Weapon Damage Table below is used instead of any other weapon damage given in the rules.

Weapon Damage Table

Class Type	Light Wpn	Medium Wpn	Heavy Wpn
Fighting Class	1d6	1d8	1d10
Specialist Class	1d4	1d6	1d8
Arcane Class	1d4	1d4*	1d6**

*Arcane classes wielding a Quarterstaff using both hands do 1d6 damage.

**Arcane classes wielding a heavy weapon do so at -1 to hit.

Magic Weapons: A character only benefits from a magical hit or damage bonus on a weapon if the character's class is able to use the weapon under the standard class rules.

- ❖ *Notes for the GM:* In some campaign worlds the weapon restrictions on classes make little sense. This optional rule allows any class to use any weapon but limits the damage a weapon does based on the amount of "weapons training" a class receives. A fighter wielding a two-handed sword will do more damage with it than a magic-user will because fighters train with them and magic-users do not.

Weapon Mastery

There are three levels of Weapon Mastery: Good at (a specific weapon), Expert at (a specific weapon) and Master at (a specific weapon). Naturally you have to already be "good at" a specific weapon before you can become "expert at" that specific weapon and you have to be "expert at" a specific weapon before you can become "master at" that specific weapon.

Classes with a non-zero Fighter Bonus select a Weapon Mastery at 1st level and all odd-numbered levels. Classes with a zero Fighter Bonus can only gain a level of Weapon Mastery by selecting it in place of a regular talent at even-numbered levels. Only classes with a non-zero Fighter Bonus can reach the "Master at" level. Arcane casters (except Elves) can only reach the "Good at" level. No character can take a level of Weapon Mastery in a weapon he is unable to use because of class restrictions.

The effects of each level of Weapon Mastery are as follows:

Good at [Specific Weapon]: +2 to hit when wielding this specific weapon. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. (Arcane Casters are only +1 to hit.)

Expert at [Specific Weapon]: +2 to hit when wielding this specific weapon. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. Add +1 to damage for every two points you beat the number you need to hit on your attack roll. Critical Hit on a natural 19 or 20. Can hit beings that require a silver weapon to hit with a normal weapon.

Master at [Specific Weapon]: +3 to hit when wielding this specific weapon. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. Add +1 to damage for every point you beat the number you need to hit on your attack roll. Critical Hit on a natural 18, 19, or 20. Critical hit does double normal body damage (or adds an extra die of damage on targets without body points). Can hit beings that require a silver or a magical weapon to hit with a normal weapon.

Specific Weapon means just at one specific type of weapon: a dagger, a short sword, a longbow, a sling, etc.

Fighters may instead elect to take Weapon Mastery in an entire class of weapons (one-handed swords, bows, thrown weapons, pole arms, etc.). The effects of Weapon Mastery for an entire

class of weapons are less than for a specific weapon as shown below:

Good at [Weapon Class]: +1 to hit when wielding weapons of this general type.

Expert at [Weapon Class]: +1 to hit when wielding weapons of this general type. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc.

Master at [Weapon Class]: +1 to hit when wielding weapons of this general type. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. Add +1 to damage for every two points you beat the number you need to hit on your attack roll. Critical Hit on a natural 19 or 20.

- ❖ *Notes for the GM:* Some groups really consider the fighting classes (especially the fighter) to be underpowered for one reason or another. Weapon mastery is a way to power up fighting classes. While it will not break the game, it does change the "balance of power" between the classes.

Optional General Rules

Traditional Saving Throws

This system completely replaces the saving throw system in the original rules. There are nine types of saving throws, which are grouped into five categories. The nine types are described below:

Death Ray - This saving throw covers instant death magic as well deadly attacks and hazards in general.

Poison - This saving throw covers poison-based attacks and hazards.

Wand - This saving throw covers attacks originating from magic wands.

Paralysis - This saving throw covers attacks and hazards that cause paralysis.

Turn to Stone - This saving throw covers attacks and hazards that cause petrification.

Dragon Breath - This saving throw covers breath attacks made by dragons or other creatures.

Rod - This saving throw covers attacks originating from magic rods.

Staff - This saving throw covers attacks originating from magic staffs.

Spell - This saving throw covers spell-based attacks and hazards.

The five categories of saving throws covered on the chart below are: Death Ray or Poison (DR/P), Wand (W), Paralysis or Turn to Stone (P/TS), Dragon Breath (DB), and Rod, Staff, or Spell (R/S/S).

To resolve a saving throw, the player (or GM) rolls d20, making any adjustments that may apply to the saving throw. If the adjusted result is equal to or greater than the target number listed on the table below, the saving throw is successful.



Class	Level	DR/P	W	P/TS	DB	R/S/S
Fighter	1-3	12	13	14	15	16
Fighter	4-6	10	11	12	13	14
Fighter	7-9	8	9	10	10	12
Fighter	10-12	6	7	8	8	10
Fighter	13-15	4	5	5	5	8
Fighter	16+	2	3	3	3	5
MU	1-5	13	14	13	16	15
MU	6-10	11	12	11	14	12
MU	11-15	8	9	8	11	8
MU	16-20	5	6	5	8	3
MU	21+	3	4	3	5	2
Cleric	1-4	11	12	14	16	15
Cleric	5-8	9	10	12	14	12
Cleric	9-12	6	7	9	11	9
Cleric	13-16	3	5	7	8	7
Cleric	17+	3	3	5	6	5

All fighting classes save as Fighters. Arcane classes and Thieves save as Magic-users; all other classes save as Clerics. Monsters save as Fighters unless they have a class assigned. The Class Saving Throw bonus (and the class bonuses to the standard rules saving throws) listed in class descriptions are not used. The Paladin's +1 to all savings per 5 levels is still used, however.

- ❖ Notes for the GM: While many like the single saving throw system used in Microlite75, some prefer a saving throw system closer to that used in 0e. This optional system is much closer to that used in 0e.

Item Saving Throws

When characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or a fire ball spell, some or all of their items may be destroyed. A GM using this optional rule may use either of the following methods to determine what items are destroyed:

Method 1: Whenever characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or the spell fire ball, all ordinary possessions on a character's body should be considered destroyed. Magical items may not be destroyed, and are allowed saving throws of the appropriate type for the attack based on the character's saving throw. Items that have bonuses will receive an equal bonus on the saving throw. For instance, a +1 dagger receives a bonus of +1 to the roll.

Method 2: Make a roll in the kind of situation mentioned above, as well as in situations when items are exposed to crushing damage (from falls), acid, or any other event that could feasibly destroy them. The GM will roll either 1d4 or 1d6, depending on the severity of the situation. Magic items have a chance of surviving based on their relative power. For instance, a +2 shield would survive on a roll of 1-2 on a d4 or d6. Items for which "pluses" do not apply can be assigned a number between 1 and 3. Scrolls and potions may survive on a roll of 1 on a d4 or d6, a staff or wand may survive on a roll of 1-2; any other items such as rings, rods, and other miscellaneous magical items are more durable and survive on a roll of 1-3. If an item which has "pluses" is damaged, it may not be destroyed outright, but may lose one "plus." Thus, a +2 shield becomes a +1 shield on a failed saving throw roll.

Modifiers: The GM should apply bonuses or penalties depending on the situation. If an attempt is made to intentionally damage an item, there may be a penalty of 2 to the roll. Bonuses may apply if an item is well protected. No penalty or bonus should be more than 2.

- ❖ Notes for the GM: Item saving throws are optional because they were a very unpopular part of 1e. However, without them, items tend to survive everything up to and including direct hits from fireballs and lightning bolts.

Action Points

All characters have 1 action point per character level. 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.

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: Recover half your lost hit points instantly. This counts as an action.

Strike Now: The character can take his action right now instead of waiting for his normal strike speed position to come up. This cannot be used to cast a spell over 3rd level or if the character has taken a defensive Combat Stance for the round (Full Defense or Active Defense).

- ❖ Notes for the GM: Action points are a way for players to avoid or lessen the effects of truly disastrous die rolls at critical points or to have something lucky/helpful happen by "chance." While some think they go against the "let the dice fall where they may" old school attitude (and to some extent they do), in reality they turn out to be just another very limited resource for players to manage, which is a very old school thing. If your players complain about bad rolls to the point they are annoyed with the game, adding action points might be something to consider.

Fame

A side-effect of adventuring is Fame: other people may recognize the character, even if he would rather not be recognized. Fame is rated from 0 to 10.

Gaining Fame: All character start with a Fame (FAM) of 0 and FAM never goes higher than 10. Each time a character goes on an adventure, the character adds 1 to his Adventure Total. When his Adventure Total is equal to (or greater than) his current FAM +1, he rolls a d20 at the end of the adventure. If the roll is higher than his current FAM, his FAM increases by 1 and his Adventure Total is reset to zero.

Using Fame: Famous people might be recognized by others who see them, even if they do not wish to be. When the GM thinks a character might be recognized by a stranger, he rolls a D20. If the result is less than or equal to the character's Fame, the stranger correctly recognizes the character. If the character is disguised, the character will not be recognized. Characters who wish to be recognized may drop their name or the like and force a Fame roll.

Effects of Fame: Reaction to being recognized will vary depending on what the character has done. A mass murderer who is recognized will get a much different reaction than the famous general who saved the country from invasion, for example. If a character has been recognized, the GM may adjust NPC reactions accordingly.

- ❖ Notes for the GM: Fame is an abstract way to track how "important" player characters are in the campaign. You may want to modify how Fame is gained and used based on the needs of your campaign. NPCs can also be assigned Fame. If characters recognize them, they should be told a bit about them as the NPC's fame means that his life is not as private as he might like.

Sanity

All character start with a Sanity (SAN) of 0. To make a SAN roll, roll d20 + Mind bonus. If the result is greater than the character's current SAN, the roll is successful. If the roll is failed, the character suffers some type of overwhelming fear or temporary insanity. When characters see or experience something mind-shattering, their SAN may increase. For a mild experience, roll 1d2-1 and add the result to the character's SAN. For a major experience, roll 1d3-1 and add the result to the character's SAN. For a truly terrible experience (like encountering terrible deities of madness), roll 1d4-1 and add the result to the character's SAN. If a character's SAN total ever surpasses 20 + MIND bonus, the character is totally and permanently insane (and becomes an NPC). Small SAN reductions can come from defeating SAN roll causing situations or from special spells and/or rituals.

- ❖ *Notes for the GM:* Sanity is generally only included in campaigns which feature eldritch horrors whose mere existence can warp the mind.

Aspects

Aspects are non-mechanical parts of a Character that a player wants to mechanically influence the game. An epithet, quote, relationship, possession, or anything else can be an Aspect. Characters start with one Aspect in the 1st Level and gain an additional aspect every 3rd level (at level 4, 7 10, etc.). For each Aspect, a player gets an Aspect Point (often measured with a poker chip or other counter) at the beginning of each session. At any time during the session, the player may invoke an Aspect prior to any die roll by describing how it comes into play and spending an Aspect Point, thereby gaining a +4 to the roll. The GM may also invoke a Character's Aspect (called a "compel") for a -4 to the roll. The player may refuse a compel at the cost of one Aspect Point; if the player accepts a compel, he gains one Aspect Point.

- ❖ *Notes for the GM:* Aspects are popular feature from another RPG. This rule allows the limited use of aspects without allowing them to take over the game or to have the silly effects (for example, in some other games which use aspects being in pitch black darkness in the middle of the night has no effect on events unless someone spends a point to invoke the "darkness" aspect).

Deities and Divine Intervention

Characters will find it helpful to follow one of the gods. Although Clerics, Druids, and Paladins have special access to the deities, other classes may receive advice and assistance at times as well. A character may select any deity (or pantheon in some campaigns) to follow from the campaign allowed by the GM.

Divine Intervention: Deities will occasionally assist their followers when petitioned for aid. There is a chance of angering the deity and a strong possibility that the deity will not deign to take an interest in mortal affairs at that time. The petitioner may thus receive aid, suffer harm, or get no response at all. Petitioning for divine intervention more often than once a week results in automatic retribution.

Petitioning for divine intervention can be done at any time provided the character is capable of thought. A d100 roll on the appropriate table using the column for the characters level below will determine the result. Clerics, Druids, and Paladins add 5 to their level before consulting the chart.



Greater Deity

Result	1-5	6-10	11-15	16-20	21+
Retribution	01-80	01-70	01-60	01-50	01-40
No Effect	81-95	71-90	61-85	51-80	41-70
Intervention	96-00	91-00	86-00	81-00	71-00

Major Deity

Result	1-5	6-10	11-15	16-20	21+
Retribution	01-70	01-60	01-40	01-30	01-20
No Effect	81-90	61-80	41-70	31-60	21-50
Intervention	91-00	81-00	71-00	61-00	51-00

Minor Deity

Result	1-5	6-10	11-15	16-20	21+
Retribution	01-60	01-40	01-30	01-20	01-15
No Effect	61-85	41-75	31-65	11-55	16-45
Intervention	86-00	76-00	66-00	56-00	46-00

Demi-God

Result	1-5	6-10	11-15	16-20	21+
Retribution	01-50	01-30	01-20	01-10	01-05
No Effect	51-80	31-65	11-55	11-45	06-35
Intervention	81-00	66-00	56-00	46-00	36-00

Characters may make an offering to their deity before rolling for divine intervention. All offerings must be in the possession of the petitioner at the time of the request (deities do not accept IOUs). This table lists the die roll modifier for various types of offerings:

Offering	Die Roll Modifier
Treasure (1000gp)	+1
Each Potion	+2
Magic Weapon/Armor	+Bonus
Magic Scroll (per spell)	+2
Magic Ring, wand, or rod	+5
Magic Staff	+10
Miscellaneous Magic item	+10
Minor Artifact	+15
Minor Artifact	+25
Accept Minor Quest	+10
Accept Major Quest	+20
Intelligent Being Sacrificed	+Level or HD

Only evil deities accept the sacrifice of intelligent beings. A minor quest will take 4 to 8 months. A major quest will take 1 to 3 years. The quest will be imposed by the deity (and need not involve actual questing).

There is an additional modifier of -15 if the character does not regularly donate at least 10% of income to the deity's temple. Characters who ignore their deity except when in need of help suffer a die roll modifier of -10 to -30 as determined by the GM.

If the result is intervention, the deity will do the minimum needed to answer the request. For Demi-Gods, the maximum would be about the ability of a limited wish spell. For Minor Deities, the maximum would be about the power of a single wish spell. For Major Deities, the maximum would be about the about ability of several wish spells. There is no effective limit for what Greater Deities can do.

If the result is retribution, the petitioner takes his level in D6 of damage (plus Body Point damage equal to the character's level if Body Points are being used).

Conversion (Optional): Characters may not willingly change their allegiance to another deity/pantheon except at a full temple of the new deity and then only with a favorable reaction roll from the new deity's priests (large donations to the temple will give favorable modifications to the roll). Lay people accepted by a new god must spend 1d4 weeks (at their own expense) at the temple learning the basic rituals and dogma of their new faith before they can receive any benefits from that faith. Clerics and Druids must spend 1d6 months (plus their level in weeks) in such study before they can cast divine spells above 2nd level again. Druids can only convert to another nature deity.

Spell Level Availability (Optional): A character's deity may limit the level of Divine Spells the character may cast. If the character's deity is a Demi-God, the maximum level of Divine Spells the character has access to is 5th level. If the character's deity is a Minor Deity, the maximum level of Divine Spells the character has access to is 6th level. If the character's deity is a Major or Greater Deity, the maximum level of Divine Spells the character has access to is 7th level.

Special Spells by Deity (Optional): Deities may not offer all of the standard Divine Spells (Cleric) to their clerics. They may simply not provide some of the standard spells, substitute special spells for some of the standard spells, or even add additional spells to the standard spells.

- ❖ **Notes for the GM:** Divine Intervention gives characters an expensive way to try to get themselves out of extremely bad situations by praying for a miracle. It doesn't work all that often (especially for lower level characters), but when it does it is often a memorable moment in the campaign. Note that successful divine intervention need not be splashy and obviously "deities acting in the world" if that is not suitable for the campaign. The spell options allow easy customization of deities so that each deity has a somewhat unique list of spells. The optional conversion rules make it easy to stop characters from switching deities depending on their current needs.

Psionics

Psionics are mental powers which aren't magic but sometimes duplicate magical abilities. If psionics are used in a campaign, any highly intelligent being has a slight change of being psionic.

Creating Psionic Characters: Characters should check for psionics ability at character creation. Roll a d20 and add MIND bonus. On a roll of 21 or higher, the character may opt to have psionics abilities that will manifest as the character go up levels. If the roll is successful and the player opts for the character for the character to have psionics, roll 2d6. The result is the maximum number of psionic abilities the character will manifest. Each ability a character can manifest immediately (from first level) adds +100 to the character Experience Base. For example, a character who can manifest 8 psionic abilities adds +800 to his Experience base.

Manifesting Psionic Abilities: At character creation and every time a psionic character goes up a level, the character rolls to see if a new psionic ability manifests. Roll 1d20 + MIND bonus against a DC of (21 – the maximum number of psionic abilities the character may manifest). On a successful roll, the character manifests a new psionic ability. Roll on the Psionic Ability Table below to determine the new ability. Reroll if the character already has the ability rolled.

Manifesting Psionic Attack and Defense Modes: Psionic characters manifest psionic attack and defense modes as they gain psionic abilities. Specific modes manifest as the character manifests a specific number of abilities. See Psionic Combat below for more information.

Number of Psionic Abilities Manifested	Attack Mode Manifested	Defense Mode Manifested
1	Mind Thrust	Thought Shield
2		Mind Blank
3	Ego Whip	
4		Mental Barrier
5	Psionic Blast	
6		Intellect Fortress
7	Id Insinuation	
8		Tower of Iron Will
9	Psychic Crush	

Using Psionic Abilities: Using a psionic ability is an action. Successful use requires a 1d20 + MIND Bonus + Level/2 versus the DC given in the ability description. Certain abilities also cost HP (even if the attempt is unsuccessful). The power of many psionic abilities is determined by the Ability Level of the specific psionic ability. This is the number of levels the character has possessed the specific ability. Simply recording the character's level when he gets the ability will make calculating this easy.

Psionic Abilities: The following psionic abilities may manifest. Which abilities manifest should be determined randomly. The GM is free to create other abilities.

Roll	Psionic Ability	Roll	Psionic Ability
1	Animal Telepathy	13	Etherealness
2	Astral Projection	14	Healing Trance
3	Aura Alteration	15	Invisibility
4	Body Control	16	Levitation
5	Body Equilibrium	17	Mind over Body
6	Clairaudience	18	Precognition
7	Clairvoyance	19	Psychic Surgery
8	Dimension Door	20	Shape Alteration
9	Domination	21	Telekinesis
10	Empathic Projection	22	Telepathy
11	Empathy	23	Teleportation
12	ESP	24	Suspend Animation

Animal Telepathy: Character can establish 2-way mental communication with an animal. DC is 12. HP Cost is 1 HP per minute. Level of communication depends on the intelligence of the target. Does not require target to obey or be helpful.

Astral Projection: Character can enter a trance and project himself into the Astral Plane. This works like the Astral Spell except that speed of travel and other effects depend on Ability Level. DC is 15. HP Cost is 1 HP per 10 minutes.

Aura Alteration: Character can alter a target's aura to either to disguise the target's alignment and level, or to remove a compulsion or charm. Disguise has a DC of 15, costs 5 HP, lasts 10 minutes per Ability Level, can make the target appear as any desired alignment and can modify the character's apparent level by up to Ability Level levels. Removing a charm, compulsion, or curse costs 10 HP and grants the target another saving roll.

Body Control: Character can adjust his body to exist in unusual conditions (extreme temperatures, hostile/destructive elements like poison gas, water, acid, fire, lava, etc.). DC is 12 for unusual conditions like extreme temperatures, 15 for hostile environments like underwater or lack of good air. 18 for extreme conditions like acids, lava, etc. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Body Equilibrium: Character can adjust his body weight to correspond to the surface he is walking on so as not to sink into water, mud, quicksand, etc. DC is 12. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Clairaudience: Character can hear at a distance (30 feet + Ability Level x 10). DC is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Clairvoyance: Character can see at a distance (30 feet + Ability Level x 10). DC is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Dimension Door: Character can teleport up to Ability Level x 20 feet. DC is 12 is target location visible, 15 otherwise. Costs 5 HP.

Domination: Character can force another to do their will. DC to establish is 15 + target's level/hit dice. DC to maintain for another round is 15 + target's level/hit dice. Costs the target's level/hit dice in HP per minute.

Empathic Projection: Character projects an emotional state upon targets. This works similar to the Suggestion spell but is limited to suggesting emotions. DC is 12 if touching a single target, 15 otherwise. Range: 30 feet + (Ability Level x 10). Can affect up to Ability Level targets. HP Cost is 3 per target.

Empathy: Character senses the emotions/emotional needs of the target(s). DC is 15. Cost: 1 HP per minute if a single target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10).

ESP: Character can read the surface thoughts of the target. DC is 10 + target's level/hit dice. Cost: 1 HP per minute if touching target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10). Searching for specific/deeper thoughts adds 5 to the DC (+10 if the target is specifically hiding them) and doubles the HP cost.

Etherealness: Character can alter his body vibrations to those of the Ethereal Plane, but is only able to carry Ability Level * Ability Level pounds of material with him. DC is 12 + 1 per 20 pounds of weight carried. HP Cost: 1 HP per 10 minutes.

Healing Trance: Character can go into a trance and heal Body Points quickly. A maximum of one BP per Ability Level can be healed. DC is 10 + number of BP to be healed. Trances lasts a number of hours equal to the BP to be healed, and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

Invisibility: Character can turn invisible by making those in range not notice the character. Character cannot attack and maintain invisibility. Range is Ability Level x 10 feet. DC is 12 (or 15 if the targets are highly alert).

Levitation: Character can float in the air. DC to float is 12 and it costs 1 HP per minute. Character can ascend or descend Ability Level feet per minute by making an ability check with a DC of 15. Character can move laterally Ability Level feet per minute by making an ability check with a DC of 18.

Mind over Body: Character can suppress bodily needs like food, water, and sleep for two days per Ability Level. Thereafter the character must spend an equal number of days resting before this ability can be used again. No ability check or HP cost.

Precognition: Character has a vague sense of the future. While using this power the character cannot be surprised and adds his Ability Level/2 (round up) to initiative, combat rolls, and any other d20 rolls where an ability to know what might happen in the near future would be helpful. DC is 15 and the roll must be made each minute the ability is used. HP cost is 5 HP per minute.

Psychic Surgery: Character and target go into a trance to heal target's Body Points quickly. Character must be touching target. A maximum of one BP per Ability Level can be healed. DC is 10 + number of BP to be healed. Trances last a number of hours equal to the BP to be healed and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

Shape Alteration: Character can modify his appearance similar to the Polymorph Self spell. DC is 12 to make minor changes to appearance (remaining same species), 15 to make major changes (another species of similar size), and 18 to make more extreme changes. Cost is per hour and is based on type of change: 3 HP for minor changes, 8 HP for major changes, and 15 HP for extreme changes. Maximum duration is Ability Level hours.

Telekinesis: Character can move objects up to Ability Level x Ability Level pounds by mental power. DC is 12 (18 if precise control is needed). HP Cost is 3 HP per minute for slow movement, 8 per attack for combat speed movement.

Telepathy: Character can establish 2-way mental communication with an intelligent target. DC is 12 if target is willing, 18 otherwise. HP Cost is 1 HP per minute. 1 minute of telepathy allows an information exchange equal to 10 minutes of talking.

Teleportation: Character can teleport up to Ability Level * 100 miles. DC is 12 if the target location is intimately known to character, 18 if the target location is well known, and 24 if the target is only known from a clear description. HP Cost is 15.

Suspend Animation: Character can virtually stop all body functions for a predetermined amount of time. Maximum duration is Ability Level x Ability Level weeks. Character will not change during this time. A number of days equal to the number of weeks spend in suspended animation must pass before this ability can be used again. No ability check or HP cost.

Psionic Combat: Only psionic characters that have manifested a psionic attack ability can make a psionic attack. Psionic attacks are made at Strike Speed 10 (the same as Glance attacks). The Psionic Attack Roll is 1d20 + MIND bonus + number of psionic abilities manifested. The attack is successful if it is higher than the target's Psionic Armor Class (10 + MIND bonus + armor bonuses from a psionic defense mode).

Psionic attacks do psionic damage (see below for amounts). Tally psionic damage separately. If the total psionic damage ever becomes greater than the character's current hit points, the character falls into a coma and remains in a coma until he has more hit points than psionic damage points and makes a successful WIL save (may be attempted once per hour). With a night's sleep, psionic damage "heals" 1d6 + twice the number of psionic abilities manifested, if any.

Psionic Defense Modes: Defense modes increase the character's psionic armor class when in use. Only one mode can be in effect at one time. Thought Shield costs 0 HP to use and gives a +1 bonus to the character's psionic armor class. Mind Blank costs 0 HP to use and gives a +2 bonus to the character's psionic armor class. Mental Barrier costs 0 HP to use and gives a +4 bonus to the character's psionic armor class. Intellect Fortress costs 2 HP to use and gives a +4 bonus to the psionic armor class of the character and everyone within 10 feet. Tower of Iron Will costs 3 HP to use and gives a +6 bonus to the psionic armor class of the character and everyone within 3 feet.

Psionic Attack Modes: Mind Thrust costs 1 HP to use and does 1d8 points of psionic damage. Ego Whip costs 2 HP to use and does 2d6 points of psionic damage and the target must make a WIL save or be stunned for one minute. Psionic Blast costs 4 HP to use and attacks everyone in a conic area in front of the psionic doing 1d6 damage to everyone in the affected area, double damage to those in short range (10'), half damage at long range (30'). One attack roll is made and used against all possible targets. Id Insinuation costs 2 HP to use and does 3d6 psionic damage and the target must save vs. Fear or be affected as a fear spell for 1d6 rounds. Psychic Crush costs 5 HP to use and does 4d6 psionic damage and 2d6 physical (HP) damage.

- ❖ **Notes for the GM:** Psionics were one of the least used and poorest described abilities in 0e and in 1e. While the 0e and 1e systems can be made to work, neither work well. This psionics system therefore has been made to have similar abilities and power levels to the 0e psionics system, but the implementation is much different. Few campaigns will need psionics, but the system is here for those (like one of the author's) that do.

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, power, and may have special powers that they can manifest if they possess a body or are bound.

Intelligence: 2d6+6

Power: Weak: 2d6; Average: 2d6+6; Above Average: 2d6+12; Strong: 2d6+18; Powerful: 2d6+24;

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

Powers: Spirits may have 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. Some spirits may also take physical form to act as combatants in service of their binder. If bound by a spell-caster, their Power points may be used by their binder as HP to cast spells. They regenerate daily.

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.

Binding Spirits: Members of spell-casting classes automatically know how to bind spirits they defeat in spirit combat once they reach 3rd level. Other classes cannot bind spirits but may be given a spirit bound to an object by another person. 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 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.

- ❖ *Notes for the GM:* These rules are not appropriate for most campaigns; however, they make campaigns set in certain types of primitive/limited magic settings possible. GMs may also use these rules to represent the powers of shamen for tribes of humanoid monsters like orcs and goblins. GMs should feel free to create their own tables of spirit powers to reflect their campaign world.

Science Fantasy

Some GMs like to set their campaigns in science fantasy settings, perhaps a Sword and Planet setting like Barsroom or an "After the Holocaust" setting when a fantasy world is built on the ruin of an ancient technological civilization. These types of setting were not uncommon in the 1970s and early 1980s. The optional rules in this section will be useful for such settings.

Radiation: Areas of radiation do horrible damage and can cause mutations in those affected. Merely being in an area of radiation causes damage unless a FORT save is made. A new save must be made every hour. Radiation does both Hit Point damage equal to the damage rolled and Body Point Damage equal to the number of dice rolled. Those affected by Radiation are allowed a second FORT save to avoid the Body Point damage. Those who take Body Point damage must roll a d20 against the mutation chance for the level of radiation in the area, a roll over the listed "Mutation Chance" means that the being will develop a random mutation or defect in 1d20 days.

Radiation Level	Effects
Low Level	Save Modifier: 0 Damage: 3d6 Mutation Chance: 19
Medium Level	Save Modifier: -4 Damage: 5d6 Mutation Chance: 18
High Level	Save Modifier: -8 Damage: 8d6 Mutation Chance: 17

Mutations: The following random tables can be used to determine mutations of beings mutated by radiation or can be applied to animals and monsters to create radiation mutated species. Roll 1d20. A roll of 1-4 means a defect; any other roll is a regular mutation. Some mutations have to be activated each time they are used. Activation costs 5 HP.



Random Mutation Table:

d10	Mutation Description
1	Amazing Stat - +1d6 to one stat: 1-5 STR, 6-10 DEX, 11-15 MIND, 16-20 CHA
2	Amazing Defense - +1d6 to AC
3	Tougher - +2 Hit Points per level
4	Immunity - Takes no damage from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Radiation, 6 Electricity, 7 Sonic, 8 Psionic
5	Better Senses - One sense is vastly superior 1 Sight, 2 Hearing, 3 Smell, 4 Low light (30'), 5 Thermal (30'), 6 Blindsense (30')
6	Melee Weapon - Natural melee weapon that inflicts 1d8+STR mod; alternatively, player may opt to take this as an activated touch based healing ability instead (1d8 + Mind mod)
7	Ranged Weapon - Natural ranged attack that inflicts 1d8 damage up to 30'; source: 1 Fire, 2 Cold, 3 Acid, 4-6 Normal physical damage. Activation required.
8	Psionic Attack - Mental attack that inflicts 1d8+Mind bonus up to 30'; source: 1 Fire vs. AC, 2 Cold vs. AC, 3 Sonic vs. AC, 4 Elec. vs. AC, 5 Psionic vs. MD, 6 Empathy (no damage, read & manipulate emotions, 7 Telepathy (no damage, read thoughts/mental comm.), 8 Illusion (no damage, audio and visual illusions only the target can see). Activation required.
9	Special Mutation - 1 Extra Arms (hold extra weapons or shields), 2 Bigger (use med. Weapons as light and 2-hnd as med.), 3 Prescient (+1 surprise, +4 initiative, 4 Aquatic (gills & webbed digits), 5 Psychic Shield (A) (entire party may use mutant's MD for defense), 6 Regeneration (heals 1 hp/minute as long as alive), 7 Faster (+1 Action Point), 8 Telekinesis (A) (lift 100 lbs. +100 lbs./ Mind bonus), 9 Special Move (A) 60' (teleport, fly, jump, etc.), 10 Player's choice. (A) means Activation required.
10	Player's Choice - Player may choose specific mutation subject to GM approval(i.e. Immunity to Fire)

Random Defect Table

d10	Defect Description
1	Terrible Stat -1d6 to one stat: 1-5 STR, 6-10 DEX, 11-15 MIND, 16-20 CHA
2	Poor Defense -1d6 to AC
3	Weaker -1 HP per level(min 1hp/level)
4	Vulnerability - Take x2 damage from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Radiation, 6 Electricity, 7 Sonic, 8 Psionic, 9 Stun, 10 Player's choice
5	Diminished Sense - One sense is much poorer: 1-2 Vision, 3-4 Hearing, 5-6 Smell, 7 Taste, 8 Touch
6	Clumsy -1 to all tests and initiative
7	Slower -1d6 to Strike Speed and movement
8	Allergic - Mutant suffers -2 on all tests when in contact with: 1 Ferrous Metal, 2 Non-ferrous Metal, 3 Plastic, 4 Sunlight, 5 Insect bites, 6 Alcohol, 7 Chemical, 8 Player's choice
9	Special Defect - 1 Hemophilia (-1 hp/round after taking combat damage), 2 Narcolepsy (falls asleep at very inconvenient times), 3 Phobia (intense fear of specific creature, condition or environment), 4 Poor Respiration (cumulative -1 on attack, damage and initiative rolls after 1st round of combat), 5 Smaller (cannot apply STR bonus to melee damage rolls; penalties still apply); 6 Player's choice
10	Player's Choice - Player may choose specific Defect (i.e. Vulnerability to Sonic or -4 Mind)

❖ *Notes for the GM: Early versions of the world's most popular fantasy roleplaying game were created at a time when science fiction and fantasy where not the completely separate fields of literature they have become today. It was fairly common to mix science fiction and fantasy in early campaigns. These rules are a simple start toward doing so in Microlite75 today.*



EQUIPMENT

Money

Money takes the form of coins, with the gold piece being the standard unit. 1 platinum piece (pp) = 5 gold pieces; 1 gold piece (gp) = 10 silver pieces; 1 electrum piece (ep) = 5 silver pieces; 1 silver piece (sp) = 10 copper pieces (cp). Coins from different areas may look different and in some areas only coins from that area are acceptable, other coins will have to be exchanged for proper coins at a moneychanger who will take at least a 10% exchange fee.

To put the value of a gold piece into perspective, a single gold piece is enough for a peasant to subsist at a wretched quality of life for a month. Early in their career, adventurers will typically live on a few dozen gold pieces per month, enough to eat and sleep at an inn. A dragon's treasure hoard of 50,000gp might keep a village of peasants alive for decade, but merely cover a prince's monthly budget.

Encumbrance

Characters can normally 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. Oversized items (two-handed weapons, anything as tall as the character or that requires two hands to carry) count as two items. A character carrying 6 or fewer items is unencumbered. A character carrying 7-12 items is lightly encumbered. A character carrying 13-18 items is heavily encumbered. A character carrying more than 18 items is over-encumbered. *Option:* Adjust number of items for each encumbrance class by the character's STR bonus.

Equipment Packs

Suggested starting packs for new characters:

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

Finally, add the following, based on your Class:

Fighter/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, a dagger, and 5 gold pieces

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

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

Standard Equipment List

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 below. If this is done, each character starts with 120 + (3d6 x 5) gold pieces. The GM is free to modify the equipment list to suit the starting location in his campaign.

Armor	Cost	AC
Clothing Only	-	10
Hide and Fur Armor	10gp	11
Leather Armor	20gp	12
Ring Mail or Scale Armor	30gp	13
Chain Mail Armor	40gp	14
Banded Plate or Lamellar Armor	50gp	15
Plate Armor	60gp	16
Shield	10gp	+1
Leather Barding	40gp	11
Scale Barding	75gp	12
Chain Barding	150gp	13
Lamellar Barding	300gp	14
Plate Barding	600gp	15

Weapons	Cost	Damage*
Axes:		
Battle Axe	7gp	1d6/1d8
Great Axe (two-handed)	10gp	1d10
Hand Axe	4gp	1d6
Bows and Crossbows:		
Arbalest	50gp	1d8
Crossbow	30gp	1d6
Case with 20 quarrels	2gp	
Composite Bow	40gp	1d6
Longbow	7gp	1d6
Shortbow	3gp	1d6
Quiver with 20 arrows	1gp	
1 silver-tipped arrow	5gp	
Catapults and Ballista:		
Ballista (1,800lb)	80gp	3d6
Ballista Shot	4gp	
Heavy Catapult (1,200lb)	200gp	4d6
Light Catapult (1,800lb)	100gp	3d6
Catapult Shot (25lb)	5gp	
Catapult Shot, Pitch (25lb)	25gp	
Flails, Hammers, and Maces:		
Club	1gp	1d4
Flail	5gp	1d6/1d8
Mace	5gp	1d6/1d8
Morning Star (two-handed)	10gp	1d10
War Hammer	5gp	1d6/1d8
Spears and Pole Arms		
Lance (mounted)	1gp	1d10
Javelin	1gp	1d6
Pole Arm (two-handed)	7gp	1d10
Spear	3gp	1d6/1d8
Swords and Daggers:		
Dagger	3gp	1d4
Silver Dagger	30gp	1d4
Short Sword	7gp	1d6
Sword	10gp	1d6/1d8
Two-Handed Sword	15gp	1d10
Other Weapons:		
Darts (5)	2gp	1d4
Sling with 30 Sling Bullets	2gp	1d4
Staff (two-handed)	1gp	1d6
Whip	5gp	1d2

*Where two damage values are listed, the first is for one handed and the second is for two-handed use.

Adventuring Equipment	Cost
Backpack (holds 4 stone)	2gp
Barrel (20 gallon)	3sp
Belladonna (1lb)	10gp
Blanket (wool, thick)	2gp
Birthwort (1lb)	10gp
Candle (tallow, 1lb)	2sp
Candle (wax, 1lb)	6sp
Chest (ironbound, holds 20 stone)	22gp
Comfrey (1lb)	10gp
Crowbar	1gp

Flask of Oil (common, 1 pint)	3sp
Flask of Oil (military, 1 pint)	2gp
Garlic (1lb)	5gp
Goldenrod (1lb)	10gp
Grappling Hook	25gp
Hammer (small)	2gp
Holy Symbol	25gp
Holy Water (1 pint)	25gp
Ink (1 oz.)	8gp
Iron Spikes (12)	1gp
Lantern	10gp
Lock	20gp
Mirror (hand-sized, steel)	5gp
Musical instrument	25–100gp
Pouch/Purse (holds 1/2 stone)	5sp
Pole, Wooden (10' long)	1sp
Rations, Iron (one week)	1–6gp
Rations, Standard (one week)	3sp–3gp
Rope (50' length)	1gp
Sack (small, holds 2 stone)	3sp
Sack (large, holds 6 stone)	8sp
Spell Book (blank)	20gp
Stakes (4) and Mallet	3gp
Tent	20gp
Thieves' Tools	25gp
Tinder Box (flint & steel)	8sp
Torches (6)	1sp
Water/Wine Skin	6sp
Wolfsbane (1lb)	10gp
Woundwart (1lb)	10gp

Foodstuffs

Ale/Beer (cheap, 3 pints)	1cp
Ale/Beer (good, 1 pint)	2cp
Bread (white, 4lb)	1sp
Bread (wheat, 8lb)	1sp
Bread (coarse, 12lb)	1sp
Cheese (1lb)	5cp
Cinnamon (clover, pepper, sugar) (1lb)	3gp
Dried Fruit (1lb)	1sp
Eggs (1 dozen)	5cp
Meal (1 person, poor to feast)	1cp-10gp
Meat (beef, chicken, mutton, or pork, 1lb)	1sp
Saffron (1lb)	15gp
Wine (cheap, 1 pint)	2cp
Wine (good, 1 pint)	1sp
Wine (rare, 1 pint)	5sp

Livestock

Chicken (3lb)	1sp
Cow (550lb)	10gp
Dog (hunting)	10gp
Dog (war)	75gp
Goat (125lb)	3gp
Hawk (trained)	20gp
Pig (125lb)	3gp
Sheep (80lb)	2gp

Land Transport

Camel	100gp
Caparison (warhorse)	20gp
Cart (small)	25gp
Cart (large)	50gp
Donkey	8gp
Horses:	
Heavy Draft Horse	40gp
Heavy Warhorse	700gp
Medium Draft Horse	30gp
Medium Riding Horse	40gp
Medium Warhorse	250gp
Light Riding Horse	75gp
Light Warhorse	150gp
Mule	20gp
Ox (2,000lb)	40gp
Saddle and Tack (draft)	5gp
Saddle and Tack (riding)	10gp
Saddle and Tack (war)	25gp
Saddlebags (leather)	5gp

Stabling (draft/riding horse, one night)	2sp-5sp
Stabling (warhorse, one night)	5sp-1gp
Wagon	200gp

Clothing

Belt / Sash (leather)	4sp
Boots (leather, low)	6sp
Boots (leather, high)	3gp
Cassock (cleric / mage)	7gp
Cloak (fur-lined, winter)	15gp
Cloak (long, hooded)	1gp
Dress (crafter / freeholder)	4gp
Dress (armiger)	20gp
Gown (lady-in-waiting / noble)	100gp
Gown (duchess)	1000gp
Hat (armiger)	10sp
Linen (cheap, 1 yard)	1gp
Linen (fine, 1 yard)	7gp
Robe (cleric / mage)	6gp
Silk (1 yard)	15gp
Sandals / Shoes (leather)	4sp
Tunic and Pants (serf)	2gp
Tunic and Pants (crafter / freeholder)	4gp
Tunic and Pants (armiger)	20gp
Tunic and Pants (noble)	100gp
Wool (cheap, 1 yard)	6sp
Wool (fine, 1 yard)	6gp

Maritime Transport

Barge/raft	1gp/sq ft
Boat (river)	4000gp
Boat (sailing)	2000gp
Canoe	40gp
Galley (large)	30,000gp
Galley (small)	10,000gp
Galley (war)	60,000gp
Longship	15,000gp
Sailing Ship (large)	20,000gp
Sailing Ship (small)	5,000gp
Troop Transport (large)	40,000gp
Troop Transport (small)	10,000gp

Lodging

Cottage (wood)	300gp
Inn (one person, one night, slum)	1sp
Inn, one person, one night, average)	5sp
Inn (one person, one night, superb)	2gp
Hut (wattle)	25gp
Hut (wooden)	50gp
Townhouse (stone)	1,200gp

Equipment Descriptions

Arbalest: An arbalest is a heavy crossbow, pulled with the mechanical assistance of a rack and pinion or windlass. Historical examples include the late medieval arbalest and the Three Kingdoms era Chinese heavy crossbow.

Axe, Battle: This is a single- or double-bitted axe with a 24" to 48" haft, designed for battle and useable with one or two hands. Historical examples include the Scythian sagaris, Viking bearded and skeg axe, Celtic war axe, medieval battle axe, and Persian tabarzin.

Axe, Great: This is a double-bitted axe or long-shafted single-bitted axe, with a 48" or longer haft, requiring two-hands to use. Historical examples included the Greek double-bitted labrys, Viking long bearded axe, and the English longaxe. Great axes impose a -1 penalty on initiative rolls.

Axe, Hand: This is a single-bitted axe, with a 12" to 24" haft, balanced for throwing. Historical examples include the Frankish francisca, American tomahawk, and African mambele and kasuyu.

Backpack: A backpack has two straps and can be worn on the back, keeping the hands free. It holds up to 4 stone (40lb).

Ballista: A siege weapon, powered either by composite bow or torsion spring mechanisms, which hurls large bolts. Historical examples include the Greek oxybeles, Roman ballista, and medieval springald.

Barding: Barding is horse armor made from a variety of materials (see the descriptions of each type of Armor for details). Historical examples include Byzantine and Persian cataphract's barding and medieval destrier's barding.

Banded Plate Armor: Banded plate armor is made of overlapping horizontal strips of laminated metal sewn over leather. It is comparable in protection to lamellar armor, and superior to chain mail. Banded plate is commonly worn as a cuirass with shoulder protection, with reinforced leather protecting the arms and legs. The chief historical examples are Sumerian overlapping plate armor and Roman lorica segmenta.

Belladonna: Belladonna, also known as deadly nightshade, is a poisonous flower. A character who eats a sprig of belladonna within one hour of being infected with lycanthropy may make a saving throw versus Poison to shake off the affliction. If the character fails the saving throw, however, he dies from the poison after one turn. Even if the poison is then neutralized or the character is raised from the dead, he will still be afflicted with lycanthropy, and further doses of belladonna will be of no use.

Boat, River: This boat is 20' to 30' long, has a "beam" (width) of 10' to 15', and has a "draft," or surface depth, of between 2-3' when in the water. Riverboats are rowed, or poles are used to push it along. A river boat requires at least 1 rower as crew. The cost of the boat increases by 1,000gp if it has a roof. A riverboat can carry 400 stone (4,000lb) plus crew.

Boat, Sailing: This small boat has a single mast, with a length of 20' to 40', a beam of 10' to 15', and a draft of 2' to 3'. Sailing boats are primarily employed for fishing on lakes or coasts. A sailing boat requires at least 1 sailor as crew. A sailing boat can carry up to 600 stone (6,000lb) plus crew.

Boots: Low boots come to mid-calf. High boots come to the knee or thigh and are popular for riding.

Bow, Composite: A composite bow is a recurved bow made of laminated wood, horn, and sinew. Composite bows are time consuming and expensive to craft but offer a better combination of mobility and power than longbows or shortbows. Historical examples include the Scythian horn bow, Chinese laminated bamboo bow, Greek and Roman composite bow, Mongolian composite bow, and Japanese yumi.

Bow, Long: A long bow is made from a single piece of wood, as tall as the person who uses it. Equal in range and power to more expensive composite bows, longbows require substantial strength (STR 9 or more) and cannot be used by mounted troops. Historical examples include the ancient Indian longbow, the Nubian longbow, and the Welsh and English longbow.

Bow, Short: A short bow is made from a single piece of wood, usually around 4' tall. Shortbows lack the range and power of either longbows or composite bows, but are cheap and fast to make. Historical examples include the Neolithic short bow and Comanche self bow.

Candles: A candle dimly illuminates a 5' radius and burns for 1 hour. Wax candles burn cleanly, but tallow candles produce a foul smelling smoke. Adventurers carrying tallow candles will never surprise creatures with keen olfactory senses.

Canoe: A canoe consists of frame of light wood wrapped with bark, hides, canvas, or other waterproofed covering. Canoes are primarily used on rivers and in swamps. Canoes have a 15' length, 5' beam, ½' draft, and can carry up to 60 stone (600lb) (plus crew). They can be carried overland by two people, at a cost of 5 stone of encumbrance.

Cart, Small: A small cart is an open, two-wheeled vehicle meant for personal transport. It may be pulled by one or two mules. If the cart is pulled by only one mule, it can transport up to 40 stone at 60' per turn, or up to 60 stone at 30' per turn. If pulled by two mules, it can transport up to 80 stone at 60' per turn, or up to 120 stone at 30' per turn. Carts may only move through deserts, mountains, forests, or swamps if a road is available.

Cart, Large: A large cart is an open, two-wheeled vehicle meant for shipment. It may be pulled by one or two heavy horses. 2 mules or medium horses can be substituted for 1 heavy horse. If the cart is pulled by only one heavy horse, it can transport up to 80 stone at 60' per turn, or up to 120 stone at 30' per turn. If pulled by 2 heavy horses, it can transport up to 160 stone at 60' per turn, or up to 240 stone at 30' per turn. Carts may only move through deserts, mountains, forests, or swamps if a road is available.

Catapult: A catapult is a siege weapon powered by either torsion or fixed counter-weight mechanisms, which hurls rocks, burning pitch, or other projectiles. Light catapults inflict 3d6 damage in a 5' radius, while heavy catapults inflict 4d6 damage in a 10' radius. Historical examples include the Roman onager and medieval mangonel and couillard.

Chain Mail Armor: Chain mail is made of small metal rings linked together in a pattern to form a mesh. Chain mail is superior in protection to leather-based armors but inferior to metal scale or plate-reinforced armors. Chain mail is commonly worn as a shirt and coif, with lighter chain, ring mail, or hardened leather protecting the arms and legs. Historical examples include Viking byrnie, Norman mail, and Roman lorica hamata.

Cloak: A cloak is a cloth, fur, or leather garment of knee to ankle length, worn outdoors like an overcoat. Cloaks usually include a hood. Adventurers often favor military cloaks, generally worn pinned on one shoulder for ease of movement and access to a sword.

Club: A club is any simple bludgeon used to batter opponents.

Cottage: A cottage is a 20' high, 30' square wooden building with a thatched roof and earthen floor, suitable for a wealthy peasant family.

Crossbow: A crossbow is a bow mounted cross-wise on a stock with a trigger. It fires squat projectiles called bolts. Crossbows are light enough to pull by hand or with a quick drawing lever and are much easier to use than bows. Historical examples are the Greek gastraphetes, Roman arcuballista, Chinese handheld crossbow, and medieval crossbow and cavalry cranequin.

Crowbar: A crowbar is 2' - 3' long and made of solid iron. This object can be used for forcing doors and other objects open.

Dagger: A dagger has a small 6" - 12" blade, either single-edged for cutting, or doubled edged for stabbing. Daggers may be used in melee or for throwing. Historical examples include the Asian kris, medieval poniard, Japanese tanto, Scottish dirk, and Renaissance stiletto. Some daggers have blades coated with silver for use against enchanted creatures.

Dart: A dart is any small projectile designed to be thrown. Most darts are fletched wooden shafts, ranging in length from 6" to 2' long, but they may also be metal spikes or stars. Historical examples include the Roman plumbata, Macedonian kestros, and Japanese shuriken.

Dog: Hunting dogs are fast, lean hounds trained to track and bring down prey by working in packs. Most hunting dogs can scent prey, giving them the equivalent of Tracking proficiency. War dogs are heavy, fierce mastiffs trained to kill on command. While dangerous, they are capable of great loyalty to their masters when properly trained. See the **Monsters** chapter for game statistics.

Donkey: A donkey can carry its normal load of 8 stone and move 120' per turn. A donkey can carry its maximum load of 16 stone and move 60' per turn.

Flail: This is a bludgeoning weapon derived from the agricultural flail with a striking head connected to the haft by a flexible chain. Flails are useable with one or two hands. Historical examples include the medieval ball-and-chain, Japanese rentsuru and nunchaku, and Chinese meteor hammer.

Galley, Large: This is a large fully decked ship with a single mast, one large square sail, and multiple banks of oars. Large galleys are 120' to 150' length, 15' to 20' beam, and 3' draft, and can carry up to 4,000 stone (40,000lb) cargo in addition to its crew. A large galley is generally crewed by a captain, 50 marines, 20 sailors, and 180 rowers. Large galleys may be equipped with up to 2 light catapults, one at the bow and one at the stern, and a naval ram. Catapults must be bought separately, while a naval ram increase the cost of the ship by 1/3. A heavy catapult can substitute for 2 light catapults. A historical example is the Mediterranean trireme.

Galley, Small: The small galley is similar to the larger model, but smaller and lighter; length is 60' to 100', beam is 10' to 15', and draft is 2' to 3'. A small galley is generally crewed with a captain, 20 marines, 10 sailors, and 60 rowers. Besides the crew, the ship can carry 2,000 stone (20,000lb) cargo. Small galleys may be equipped with up to 2 light catapults, one at the bow and one at the stern, and a naval ram (increase cost by 1/3). A historical example is the Mediterranean bireme or penteconter.

Galley, War: War galleys are built to serve as the flagship of a fleet. These mighty ships have two masts, full decks, a length of 120' to 150', a beam 20' to 30', and draft of 4' to 6'. Their crew consists of a captain, 75 marines, 30 sailors, and 300 rowers. All war galleys come with a naval ram, a full deck over the rowers, and light wooden towers rising over the bow and stern. These platforms are 10' to 20' square, rising 15' to 20' above the deck. A war galley can be fitted with up to 3 light catapults, and can carry 6,000 stone (60,000lb) in addition to its crew. A heavy catapult can substitute for 2 light catapults. A historical example is the Mediterranean quinquereme.

Garlic: Garlic causes a vampire to cringe for 1d4 rounds if presented with confidence.

Grappling Hook: These large hooks are made of sturdy iron and can be used for anchoring a rope. The hook may be thrown or attached manually by a climber. A successful attack roll is required to throw a grappling hook onto a target.

Hammer (small): The small hammer can be used for construction or as a mallet with iron or wooden spikes. If used to fight, the small hammer deals 1d4 damage.

Hat: A hat is a cap, fez, turban, or other headgear for protecting the head from the elements.

Holy Symbol: A cleric is required to own a holy symbol. These symbols will be different for each religion, but they are often worn as a necklace.

Holy Water: Holy water is water that has been blessed by a cleric of 7th level or higher. It is used in some church rituals, and is a formidable weapon against the undead, inflicting 1d8 points of damage for 2 rounds. Holy water cannot retain its holy power if it is stored in any other container than the special vials it is placed in when blessed.

Horse, Heavy: A heavy horse can carry its normal load of 40 stone and move 120' per turn. A heavy horse can carry its maximum load of 80 stone and move 60' per turn. Heavy horses are normally trained for draft. Only a small percentage of the otherwise placid heavy horses can be trained for war. A historical example is the medieval destrier (warhorse).

Horse, Light: A light horse can carry its normal load of 20

stone and move at 240' per turn. A light horse can carry its maximum load of 40 stone and move at 120' per turn. Light horses are trained for riding or war. Historical examples include the medieval palfrey and jennet (riding horse), medieval rouncey (warhorse), and Mongolian and Turkoman horse.

Horse, Medium: A medium horse can carry its normal load of 30 stone and move at 180' per turn. A medium horse can carry its maximum load of 60 stone and move at up to 90' per turn. Medium horses are trained for draft, riding, or war. Historical examples include the medieval hackney (draft or riding horse), medieval courser (warhorse), and Sarmatian medium horse.

Hut: A hut is a 10' square building with an earthen floor and thatched roof. Serfs, unskilled laborers, and other working poor generally live in such homely dwellings.

Ink: This is a small pot of black ink. Ink can be purchased in other colors, but it costs twice as much.

Inn: An inn is an establishment that offers food, drink, lodging, and stabling. They are a common meeting place for adventurers. Slum inns are gambling dens, whorehouses, and flophouses, frequented by gamblers, harlots, and ruffians. Average inns include coaching inns, hostels, and traveler's lodges designed for travelers and traders. Superb inns are the preserve of wealthy merchants and nobles.

Iron Spikes: These sturdy pitons can be used to wedge doors open or spike them shut or to provide belaying points for ropes.

Javelin: Javelins are short spears, 3' to 6' long, designed for throwing. Historical examples include the Greek javelin, Roman pilum and verutum, early medieval angon, and Zulu assegai.

Lamellar Armor: Lamellar armor is made of small bronze, iron, or steel plates laced together in parallel rows with silk, leather thongs, or cotton. It is similar to scale armor, from which it evolved, and comparable in protection to banded armor. Lamellar is generally worn as a cuirass over light chain or leather, and sometimes sewn to the backing. Lamellar would also include leather lames worn over chain. Historical examples include Mongolian lamellar, medieval brigandine and splinted armor, Japanese o-yori armor, and Roman lorica squamata.

Lance: Lances are long spears, 12' to 16' in length, designed for mounted warriors. Despite their length, they are used one-handed. Historical examples include the Greek xyston, Persian and Byzantine kontos, and medieval lance. Lances do double damage when used to charge, but impose a -1 penalty on initiative rolls.

Lantern: Lanterns are used in dungeon adventures to provide light. They burn one oil flask for each four hours, or 24 turns, and have an effective light radius of 30'. Lanterns can be closed to hide the light or protect it from wind.

Leather Armor: Leather armor is made of hardened leather or laminated linen. Leather armor usually consists of spaulders (shoulder armor), cuirass, and tassets (flaps covering the groin and thighs). It is lighter but less protective than more reinforced leather armors such as ring mail. A historical example is Macedonian linothorax armor.

Lifeboat: Lifeboats typically have a 20' length, 4' to 5' beam, and 1' to 2' draft. They are equipped with rations to feed 10 human-sized beings for 1 week. The mast folds down for storage of the lifeboat on large ships galleys, where there are typically 2 to 3 lifeboats. There are 1 or 2 lifeboats on small ships or galleys. Lifeboats weigh 50 stone (500lb) and will take up this much weight, each, on a vessel. The lifeboat itself is capable of holding a weight of 150 stone (1,500lb) in addition to crew.

Lock: This is a common iron lock with a key. More complex locks, made by highly skilled locksmiths, might be available (Judge's discretion); these impose penalties on a thief's proficiency throws to Open Locks.

Longship: The longship is a graceful, light ship with a single square-sailed mast, a 60' to 80' length, 10' to 15' beam, and 2' to 3' draft. Longships can operate equally well on oceans, coasts, or rivers, making them ideal raiding vessels. The standard crew is a captain and 75 sailors, of which 60 may row when the wind is low. Longship sailors are generally also marines (fighters). In addition to crew, longships are capable of holding a weight of 2,000 stone (20,000lb). A historical example is the Viking drakkar.

Mace: A mace is a bludgeoning weapon consisting of a 2' to 3' wood or metal shaft and a heavy stone or metal head, useable with one or two hands. Historical examples include the Egyptian bronze-headed mace, medieval flanged mace, Persian horseman's mace, Russian pernach, and Slavic bulawa.

Manacles: These are used to bind hands or feet. Characters bound with manacles can escape by making a proficiency throw to Open Locks.

Morning Star: This is any type of large mace-like weapon with a spiked metal head. Historical examples include the medieval morning star, German chain-morning star, English holy water sprinkler, Flemish goedendag, and Japanese tetsubo. Any flails and maces too large to be used one-handed can also be treated as morning stars. Morning stars impose a -1 penalty on initiative rolls.

Mirror: A mirror can be used to check around corners and defend against monstrous gaze attacks. A character using a mirror to see his target suffers a -2 penalty to attack rolls, and cannot use a shield, second weapon, or two-handed weapon.

Mule: A mule is the infertile offspring of a horse and a donkey. It can carry its normal load of 20 stone and move 120' per turn. A mule can carry its maximum load of 40 stone and move 60' per turn.

Oil: Common oil is burned in a lantern to give light. Common oil is usually olive oil, castor oil, or animal extract. Military oil is a weapon made of naphtha, and cannot be easily doused with water. Military oil may be thrown at monsters, dealing 1d8 points of damage for 2 rounds to the creature struck, or poured on the floor and ignited to delay pursuit.

Ox: An ox is a castrated bull, used for cart driving. An ox can carry its normal load of 45 stone and move 60' per turn. An ox can carry its maximum load of 90 stone and move 30' per turn.

Plate Armor: Plate armor is made from large metal plates worn over the chest and vital areas. Chain mail or other protective covering may cover exposed joints. Plate armor provides superior protection over banded plate and lamellar, having larger plates sewn onto a stronger backing. Historical examples include classical panoply (if worn with arm and leg armor), medieval plate and mail armor, Middle Eastern mirror armor, Eastern European plated mail, and Japanese tatami-do.

Pole, Wooden: This pole is a shaft of wood 10' long and 2" thick. Adventurers often carry 10' poles to prod and poke areas that might be trapped, test the strength of ledges or floors, or measure the depth of pools.

Pole Arm: Pole arms are two-handed slashing and piercing weapons with a metal head and a long wooden shaft. Pole arms range in length from 6' to 21'. Historical examples include the Thracian rhomphaia, Dacian falx, and Macedonian sarissa; the medieval bill, fauchard, glaive, guisarme, halberd, partisan, pike, ranseur, spetum, and voulge; the Chinese gun dao; and the Japanese bisento, nagamaki, and naginata. Pole arms can be used to attack from the second rank in melee, and inflict double damage when used in or against a charge, but impose a -1 penalty on initiative rolls.

Pouch/purse: These are 6" x 1' bags of cloth or leather that can contain half a stone (5lb). They can be carried on a shoulder strap or on a belt.

Raft: A raft is a floating platform usually used for river cargo.

Professionally built rafts are called barges, and have raised edges to keep out water, small wooden huts for shelter, and steering oars. Barges can be 30' x 40' in size, and can carry 500 stone (5,000 lb) for each 10' square. Makeshift rafts are nothing more than crude platforms of up to 20' x 30'. Each 10' square section will only hold a weight of 250 stone (2,500lb). A makeshift raft can be built in 1 to 3 days for each 10x10 foot raft portion.

Rations, Iron: This food is dried and preserved to be carried on long voyages when securing other food may be uncertain. It will last two months in the wilderness and a week in the foul conditions of a dungeon. The cost for iron rations will vary depending on quality. The cheapest iron rations consist of hard, dried salted biscuits. Better rations included salted or pickled meat and dried, pickled, or preserved fruit and vegetables.

Rations, Standard: This food is fresh but untreated. It will last for a week in the wilderness; it spoils overnight in dank dungeons. The cost for this food will vary depending on quality. The cheapest standard rations include fresh bread, cheese, and lard. Better standard rations will include bacon or other meat, eggs, beans, and fresh fruit and vegetables.

Ring Mail Armor: Ring mail armor is leather or padded armor that has a large number of small rings sewn directly over the foundation garment. Unlike chain mail, the rings are not physically interlocked with each other, so protection is inferior. Ring mail is closely related to scale armor, which sews leather or horn scales onto the foundation garment, and provides comparable protection. Historical examples include Frankish ring mail, Asian ring armor on leather, and Renaissance eyelet doublets.

Rope, 50': This strong rope, made of animal hair, hemp, or similar fibers, can bear 45 stone, the weight of approximately three human-sized beings.

Sack, Large: This is a 2' x 4' burlap, cloth, or leather bag that can contain 6 stone (60lb). It is normally carried over the shoulder and dropped when combat begins.

Sack, Small: This is a 1' x 2' burlap, cloth, or leather bag that can contain 2 stone (20lb). It is often tied to a belt or spearhead.

Saddle Bag: This is a long pocketed leather sack that can contain 3 stone (30lb).

Saddle & Tack: This includes a leather and wooden saddle with metal fastenings, a leather and metal bridle and bit, and stirrups. Draft saddle and tack is used to harness to a cart or wagon or carry saddle bags; it cannot be used for riding. Riding saddle and tack is designed for the rider's comfort. Military saddle and tack is designed for stability during combat. A character in combat without a military saddle must save v. Paralysis every time he is dealt damage or be knocked off the horse.

Sailing Ship, Large: This large, seaworthy ship has as many as 3 square-sailed masts, with a 100' to 150' length, 25' to 30' beam, and 10' to 12' draft. It has at least one full deck and the bow and stern are raised "castles" that give archers a superior field of fire. The crew for a large sailing ship is a captain and 20 sailors. It can carry 30,000 stone (300,000lb) of cargo in addition to crew. Up to 2 light catapults can be mounted on a large sailing ship. Historical examples include the Roman cladivata and the medieval round ship.

Sailing Ship, Small: This ship is much like the larger version, but has one mast, a 60' to 80' length, 20' to 30' beam, and 5' to 8' draft. Crew consists of a captain and 12 sailors. In addition to the crew, it can carry 10,000 stone (100,000lb) of cargo. Historical examples include the Roman corbita, the Viking knarr, and the medieval cog.

Scale Armor: Scale armor consists of many small leather, cuir bouilli, or horn scales attached to a backing material of cloth or

leather. Scale armor usually consists of a corselet or hauberk worn with leather or padded cloth. It is lighter than lamellar armor, which uses metal scales or lames over leather, and comparable to ring mail. Historical examples include Scythian scale armor, Egyptian scale armor, and early medieval scale armor.

Shield: A character with a shield equipped has his Armor Class increased by 1 point. A shield does not protect a character that is retreating or being attacked from behind, however.

Shoes: Simple leather shoes or sandals are suitable for walking long distances.

Sling: A sling is a projectile weapon, made of braided flax, hemp or wool cord, used to hurl small stones or lead bullets. Slings were used by all armies of the ancient world. Historical examples include the Hebrew shepherd's sling and Greek peltast's sling.

Spear: Wooden shafts, 6' to 8' in length, with metal heads designed for thrusting, spears are the main weapon of the common soldier. Spears can be used one- or two-handed. Historical examples include the Hoplite doru, the medieval winged spear, and the Japanese yari. Characters armed with spears can attack from the second rank in melee and inflict double damage when used in or against a charge.

Spell Book (Blank): A spell book has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 1st level spells). These books can be used by an arcane spellcaster for recording spells.

Staff: A staff is a common weapon made from a stick of hardwood 4' to 6' long, and used two-handed. (A one-handed staff is a club.) Historical examples include the English quarterstaff, Japanese bo stick, and Chinese gun.

Stakes and Mallet: These 18" sharpened wood shafts are carried by adventures to destroy vampires.

Sword: The classic weapon of knights and kings, the sword includes straight and curved slashing and thrusting blades of 30" to 40" in length useable with one or two hands. Historical examples include the Roman spatha, Viking sword, medieval knightly sword and falchion, Japanese katana, and Chinese jian and dao.

Sword, Short: The short sword includes straight and curved slashing and thrusting blades, generally less than 30" in length, meant to be used with one hand. Historical examples include the Egyptian khopesh, Greek xiphos, Roman gladius, Japanese wakizashi, Arab scimitar, Persian shamshir, Turkish yatagan, and Indian talwar.

Sword, Two-Handed: The two-handed sword includes straight and curved slashing and thrusting blades, 40" or more in length, requiring two hands to use effectively. Historical examples include the medieval longsword, the Renaissance zweihänder, Scottish claymore, Japanese no-dachi, and Chinese zhanmadao. Two-handed swords impose a -1 penalty on initiative rolls.

Thieves' Tools: Thieves' tools include long metal picks and probes, fine wires, tiny saws, miniature hammers, and an assortment of skeleton keys. Thieves' tools are required to make proficiency throws to Open Locks and Find/Remove Traps.

Tinderbox: This is a tinderbox used to start fires. Lighting a torch with flint and steel takes a full round, and lighting any other fire with them takes at least that long.

Torch: Torches are 1' to 2' long pieces of wood tipped with pitch. A torch burns for six turns (1 hour), clearly illuminating a 30' radius. If a torch is used in combat, it deals 1d4 damage.

Townhouse: A townhouse is a 30' square two-story building with a wooden floor and stairs and thatched roof. Wealthy yeomen, master craftsmen, merchants, and other professionals

might live in such a dwelling.

Troop Transport, Large: This is a large sailing ship reinforced for war and modified to carry additional troops. It can carry 50 marines in addition to its normal complement of 20 sailors.

Troop Transport, Small: This is a small sailing ship reinforced for war and modified to carry additional troops. It can carry 25 marines in addition to its normal complement of 12 sailors.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. Generally, two or four heavy horses draw a wagon. Two mules or medium horses can be substituted for one heavy horse. If the wagon is pulled by two heavy horses, it can transport up to 160 stone at 60' per turn, or 320 stone at 30' per turn. If the wagon is pulled by four heavy horses, it can transport up to 320 stone at 60' per turn, or up to 640 stone at 30' per turn. A wagon can move at a similar speed and conditions as a cart.

Warhammer: A warhammer is a bludgeoning weapon with a 2' to 3' wooden or metal shaft and a broad metal head shaped like a hammer. It is designed for crushing armor, and useable with one or two hands. The chief historical example is the late medieval warhammer.

Waterskin/Wineskin: This container, made of hide or preserved animal bladder, will hold 2 pints (1 quart) of fluid.

Whip: This is a long, single-tailed whip of the sort used to herd cattle. Used as a weapon, it provides a +2 bonus to combat maneuvers made to disarm or knock down opponents.

Wolfsbane: Wolfsbane (dried aconite flowers) may drive off werewolves and other lycanthropes if a character strikes the monster in hand-to-hand combat with the sprig. If the lycanthrope fails a saving throw versus Poison, it must flee as if turned.

Equipment Availability (Optional)

Adventurers may sometimes wish to purchase equipment in greater volume than the town they are in can handle. This is not normally a concern when characters are just beginning their career. But if experienced adventurers decide they want to use a dragon's hoard to equip all their followers with fur cloaks (15gp each) and purchase a dozen heavy warhorses (750gp each) with plate barding (600gp each), they may find such goods are simply unavailable in the quantities they desire!

Market Classes: The amount of equipment available for purchase is determined by the price of the equipment relative to the size of the market the adventurers are in. A market can be anything from a village's humble fair to a city-state's outdoor bazaar to the ports of a major metropolis. Markets are rated by Market Class from I to VI, which rate their size and importance.

The vast mercantile hubs of empires, with urban populations of 100,000 or more, constitute Class I. Major ports, national capitals, and other large cities of 25,000 or more inhabitants constitute Class II. Provincial capitals and medium-sized cities of 8,750 to 25,000 inhabitants make up Class III. Small cities and large towns of 3,000 to 8,750 inhabitants make up Class IV. Small towns and large villages of 1,250 to 3,000 inhabitants are Class V. Any village of 1,250 inhabitants or less is Class VI.

Buying Equipment: The Equipment Availability by Market Class table shows how many units of any piece of equipment are available in each type of market each month. Some values will indicate a percentage chance; this is chance of one unit being present at all in any given month.

Note that the values given are the number of each specific item, not the total number of items at that price level. For instance, a Class IV market will have 5 swords, 5 battle axes, and 5 of each other item priced at 2-10gp. Multiple small items sold as a bundle (such as 12 spikes, 6 torches, 20 arrows, etc) count as one item for purposes of the Equipment Availability table.

Equipment Availability by Market Class

Price	Class I	Class II	Class III	Class IV	Class V	Class VI
1gp or less	1,700	585	260	65	30	10
2gp-10gp	100	30	15	5	1	1
11-100gp	15	5	2	1	25%	10%
101-1,000gp	7	2	1	25%	10%	5%
1,001-10,000gp	2	1	25%	10%	5%	1%
10,001gp or more	10%	5%	2%	NA	NA	NA

Commissioning Equipment: If equipment the adventurers desire to purchase is not available, they may commission it to be created. The advantage of commissioning equipment is that more equipment can be commissioned than is available as inventory; treat the equipment as if it were one price category less expensive to calculate the volume available. The disadvantage of commissioning equipment is that it is not immediately available. Buildings and vehicles, which can be built by large groups, are constructed at a rate of 1 day per 500gp value. Animals take 1 day per 1gp value to find and train. Other equipment takes 1 day per 5gp value.

EXAMPLE: Cythea is in Voynich, a city of 20,000 (Class III market). She wants to buy a war galley (60,000gp), medium warhorse (250gp), 2 suits of plate armor (60gp each), 20 swords (10gp each), 100 bundles of 6 torches (1sp each) and 200 flasks of oil (3sp each). A Class III market has 260 units of any equipment priced 1gp or less, so she finds the 100 bundles of 6 torches and 200 flasks of oil without problem. A Class III market has only 15 units of any equipment priced 10gp or less, so only 15 swords are available. Since she needs the weapons to equip her men, she settles on 15 swords and 5 battle-axes. A Class III market has 2 units of equipment priced at 11-100gp and 1 unit at 101-1,000gp, so she is able to buy the 2 suits of plate armor and medium warhorse. There is only a 5% chance of a war galley being available, and the GM rolls a 42; Cythea cannot find that type of ship in Voynich this month.

Cythea is in urgent need of a war galley, so she decides she'd like to commission a shipwright to build one. Since Cythea is commissioning the war galley, the GM checks for availability as if the war galley were one price category less expensive, putting it in the 1,001-10,000gp row. There is a 25% chance that a war galley could be commissioned in Voynich this month. The GM rolls a 17 on 1d100, so a shipwright is available. It will take 120 days for the war galley to be finished (60,000gp / 500gp per day).

Buying and Selling Magic Items

In any campaign, adventurers will seek to buy and sell magic items. *Microlite75* assumes that the market for magic items is illiquid and inefficient. Most magic items found by adventurers were created long ago, and are of dubious origin and uncertain ownership history, which drives their price down. The majority of magic items created during the campaign are assumed to be for mage's personal use and research, or commissioned pieces created for exceptionally wealthy patrons. The Magic Item Transactions by Market Class table governs buying and selling magic items.

Magic Item Transactions by Market Class Table

Price	Class I	Class II	Class III	Class IV	Class V	Class VI
1gp or less	1,700	585	260	65	30	10
2gp-10gp	100	30	15	5	1	1
11-100gp	15	5	2	1	25%	10%
101-1,000gp	7	2	1	25%	10%	5%
1,001-10,000gp	2	1	25%	10%	5%	1%
10,001gp or more	10%	5%	2%	NA	NA	NA

Selling Magic Items: Adventurers can sell magic items they have made for twice the base cost to make the item. (Magic items made from a formula or sample can thus command a great margin!) Adventurers can sell identified magic items found, discovered, looted, or otherwise acquired for the base cost to make the item. The difference in selling price reflects the difference in value between an item of known make and authenticity and an item of dubious origin and uncertain ownership history.

In order to sell one or more magic items, the adventurer must be in a market of sufficient size. The number of potential buyers for magic items in a month will be determined by the price of the items and the market class within which they are sold.

EXAMPLE: Using a formula, Nicodemus and his assistants made 4 scrolls of fireball (base cost 1,500gp) at a cost of 750gp each. Quintus has a henchman take these to sell them in Voynich (a Class III market). There is a 25% chance of a buyer for one scroll each month, at a price of 3,000gp each. Nicodemus also asks his henchman to sell a sword +2 (base cost 15,000gp) he found in an evil crypt. The sword +2 will sell for 15,000gp. There is a 25% chance of a buyer for the sword each month. After four months, Nicodemus' henchman returns with 27,000gp – 12,000gp from the scrolls and 15,000gp for the sword.

Buying Magic Items: Adventurers can buy magic items for twice the base cost to make the item. In order to buy magic items, the adventurer must be in a market of sufficient size. The number of potential sellers of magic items in a month will be determined by the price of the items and the market class within which they are sold. Magic items are generally available only in small quantities, even in large markets.

EXAMPLE: Cythea is about to set out on an adventure from Voynich. She decides to buy potions of healing (base cost 500gp). Stopping by the local Temple of the High Sun, she finds one potion for sale for 1,000gp. Later, Cythea travels to the great city of Vultan (Class I market). There she can buy 7 potions of healing for 1,000gp each, and even 2 potions of extra-healing (base cost 2,000gp) for 4,000gp each.

Commissioning Magic Items: On occasion, adventurers may commission powerful spellcasters to create magic items on their behalf. Spellcasters powerful enough to create magic items for hire can only be found in Class I markets, or through adventures.

The advantage to commissioning a magic item is that the item can be made exactly to the adventurer's specification. The disadvantages are cost and time. The base cost and time required to create a magic item is listed on the Magic Item Creation table in the Magic Research section. The adventurer commissioning the item will be responsible up front for paying the base cost and the cost of any precious materials, and for providing any required special components. If the spellcaster successfully completes the item, the adventurer will then be charged an additional fee equal to 7,000gp per month, or twice the base cost, whichever is greater.

EXAMPLE: Cythea hires a mage to create a suit of plate armor +3 (base cost 35,000gp, base time 8 months). After describing the elaborate appearance she demands, Cythea pays 35,000gp. She also pays for 30,000gp worth of precious materials to be used in the items construction, to help ensure its successful creation (and to make it look spectacular). Finally, she delivers the special component, the iron hides of 25 gorgons, to the mage. When the mage completes the armor 8 months later, Cythea pays him an additional 70,000gp (twice the base cost). Cythea has spent 135,000gp on her armor, enough to build a keep.



Hirelings, Henchmen, Mercenaries, and Specialists

In addition to buying equipment, adventurers may also spend their money to hire various NPCs, known as hirelings, to assist them. There are three types of hirelings. Henchmen are NPC sidekicks, companions, and associates. Henchmen are typically very loyal and are willing to take reasonable risks; in particular, they are the only sort of hireling who will generally accompany an adventurer into a dungeon, lair, or ruin. Mercenaries are hired soldiers, and will guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring group. Specialists are hired individuals who have a particular trade or who have special knowledge. These individuals are usually hired for a specific task.

Hirelings

While adventurers often wish to hire as many hirelings as they can afford, hirelings are not available in unlimited numbers. Indeed, in small villages or remote outposts, they may be not available at all. As with equipment, the amount available will be determined by the market class within which the adventurers are recruiting hirelings. The Hireling Availability by Market Class table shows how many of each type of henchman, mercenary or specialist is available in each type of market. Some values will indicate a percentage chance; this is chance of that type of hireling being present at all. One half of the hirelings (rounded up) become available within the first week the adventurers enter the market. One quarter (rounded down, minimum 1) become available during the second week. The remainder of the hirelings become available in the third week.

EXAMPLE: Cythea is in Voynich, a city of 20,000 (Class III market). She wants to hire a sage to decipher a strange book, and a company of heavy infantry. There is a 33% chance of 1 sage being present; unfortunately, the GM rolls a 98, and Cythea can't find one available. Her search for the heavy infantry goes better, as the GM's roll of 3d10 yields 22. Cythea finds 11 of these in his first week of searching, 5 more in his second week, and the remaining 6 in his third week.

PCs may sometimes find potential hirelings while on adventures. Otherwise, in order to find hirelings, the PCs must carouse in pubs, post notices of help wanted, hand out fliers, and seek out adventuring companies, mercenary brotherhoods, or professional guilds. These activities cost money. Each week that the adventurers are in the market for hirelings, they must pay the fee listed on the table below. This fee is per type of hireling.

Market Class	Cost Per Week Per Hireling Type
I	1d6+15gp
II	1d10+10gp
III	1d8+5gp
IV	1d6+3gp
V	1d6gp
VI	1d3gp

Hirelings are recruited through negotiation. The GM plays the roles of the NPCs the PCs attempt to hire. The PCs will have to explain what the job entails and the rates of pay. Henchmen are typically hired for a share of treasure (at least 15% of the employer's income) and monthly fee for food, lodging and expenses (based on level, see below). Mercenaries and specialists are typically hired for a flat monthly fee, which varies depending on the type of specialist or mercenary (see below). Henchmen, mercenaries, and specialists will have equipment appropriate to their profession, class, or level. Adventurers may provide additional equipment to their hirelings.

Hiring Availability by Market Class

	Class I	Class II	Class III	Class IV	Class V	Class VI
Mercenaries						
Light Infantry	4d100	5d20	5d10	3d4	1d6	1d2
Heavy Infantry	2d100	5d10	3d8	1d8	1d3	1 (85%)
Crossbowman	2d100	5d10	3d8	1d8	1d3	1 (85%)
Mounted Crossbowman*	3d20	4d4	2d4	1d2	1 (75%)	1 (25%)
Bowman	8d20	4d10	2d10	1d6	1d2	1 (70%)
Longbowman	4d20	2d10	1d10	1d3	1	1 (33%)
Light Cavalry	4d20	2d10	1d10	1d3	1	1 (33%)
Horse Archers	3d20	4d4	2d4	1d3	1 (70%)	1 (23%)
Medium Cavalry	3d20	4d4	2d4	1d2	1 (70%)	1 (23%)
Heavy Cavalry	4d10	1d10	1d6	1d2 (50%)	1 (50%)	1 (15%)
Cataphract Cavalry	3d10	1d8	1d4	1d2 (33%)	1 (40%)	1 (10%)
Wolf Riders*	3d10	1d8	1d4	1d2 (33%)	1 (40%)	1 (10%)
Specialists						
Alchemist	1d10	1d3	1	1 (33%)	1 (15%)	1 (5%)
Animal Trainer – Common	5d10	2d6	1d6	1d2	1 (65%)	1 (20%)
Animal Trainer – Exotic	1d10	1d3	1	1 (33%)	1 (15%)	1 (5%)
Armorer	3d10	2d4	1d4	1	1 (40%)	1 (15%)
Engineer	1d10	1d3	1	1 (33%)	1 (15%)	1 (5%)
Healer	5d10	2d6	1d6	1d2	1 (65%)	1 (20%)
Healer – Physicker	3d10	2d4	1d4	1	1 (40%)	1 (15%)
Healer – Chirurgeon	1d10	1d3	1	1 (33%)	1 (15%)	1 (5%)
Mariner – Captain	4d6	1d6	1d3	1 (80%)	1 (33%)	1 (10%)
Mariner – Navigator	5d10	1d12	1d6	1d2	1 (60%)	1 (45%)
Mariner – Sailor/Rower	4d100	5d20	5d10	3d4	1d6	1d2
Ruffian – Carouser	4d100	5d20	5d10	3d4	1d6	1d2
Ruffian – Footpad	5d20	4d6	2d6	1d3	1d2	1 (40%)
Ruffian - Reciter	5d20	4d6	2d6	1d3	1d2	1 (40%)
Ruffian - Spy	2d10	1d6	1d3	1 (65%)	1 (25%)	1 (10%)
Ruffian - Thug	5d20	4d6	2d6	1d3	1d2	1 (40%)
Sage	1d6	1d2	1 (65%)	1 (15%)	1 (5%)	None
Spellcaster	-----	Varies by Spell Level ----				
Henchmen						
Normal Men	4d100	5d20	4d8	3d4	1d6	1d2
Level 1	5d10	2d6	1d4	1d2	1 (65%)	1 (20%)
Level 2	3d10	2d4	1d3	1	1 (40%)	1 (15%)
Level 3	1d10	1d3	1 (85%)	1 (33%)	1 (15%)	1 (5%)
Level 4	1d6	1d2	1 (45%)	1 (15%)	1 (5%)	None

*Mounted crossbowmen are only found in Dwarven settlements. Wolf Riders are only found in Chaotic-aligned settlements.

After the offers are made, the GM will make a **reaction roll** of 2d6 on the Reaction to Hiring Offer table to decide the potential henchman's reactions, modified by the prospective employer's Charisma bonus or penalty. The GM may apply any other adjustments he or she feels are appropriate (a bonus of +1 for higher-than-average pay, signing bonuses, or equipment; a -1

Refuse and slander means that all further reaction rolls made toward that adventurer in the given town or region will be at a penalty of -1 due to unkind words said by the NPC to his fellows. If the adventurer tries again in a different town, the penalty

does not apply. Refuse simply means the NPC declines the offer.

If a Try again result is rolled, the potential hiring is reluctant, and needs more convincing; the adventurer must "sweeten" the deal in order to get an additional roll, such as by offering more pay, a magic item, or other appealing suggestion. If the adventurer makes no better offer, treat Try again as a Refusal result.

Accept means that the NPC has agreed to become the character's hiring for the stated terms. Accept with élan means the offer is accepted with very good spirit, and the hiring's morale rolls receive a bonus of +1 penalty if the adventurer offers poor terms or a very risky job).

Reaction to Hiring Offer

Adjusted Die Roll	Result
2-	Refuse and slander
3-5	Refuse
6-8	Try Again
9-11	Accept
12+	Accept with élan

Henchmen

Henchmen should be rolled up with ability scores, classes, hit points, and equipment, just like player characters. Henchmen are typically hired for a share of treasure (at least 15% of the employer's income) and a monthly fee for food, lodging and expenses. A henchman's monthly fee is based on his level, as noted on the Henchmen Monthly Fee table, below.

Henchmen Monthly Fee

Class Level	Monthly Wage (gp)	Class Level	Monthly Wage (gp)
0	12	8	3,000
1	25	9	7,250
2	50	10	12,000
3	100	11	35,000
4	200	12	60,000
5	400	13	145,000
6	800	14	350,000
7	1,600		

When they are hired, potential henchmen should be of lower level than their employer. A first level character can only hire normal men as henchmen; second level characters can only hire first level characters; and so on. There is no way for the henchmen to directly know the level of the PC employer, but if a henchman ever concludes he is more powerful than his employer, it is cause for an immediate Henchman Loyalty roll (see below). Note that henchmen of greater than 4th level are not generally for hire on the market, though they can sometimes be found on adventures.

Morale: All henchmen have a morale score, which is generally 0 plus the employer's Charisma bonus or penalty. This rating can be adjusted at the GM's discretion. It can be increased if the PC has been particularly good to the henchman, or reduced if the PC has been cruel or contrary to his word.

Morale rolls are made each time the henchman suffers a calamity. A calamity includes suffering an energy drain, a curse, a magical disease, or being nearly killed (GM's discretion). In addition, the GM should make a morale roll for each henchman at the end of each adventure whenever the henchman has leveled up, to determine if the henchman strikes off on his own or remains with the adventurer. The GM will roll 2d6 on the Henchman Loyalty table, adding the henchman's morale, to decide how the henchman responds to the recent events. The GM may apply adjustments to this roll, probably no more than +/-2, if the henchman is particularly well or poorly paid.

Henchmen Monthly Fee

Adjusted Die Roll	Result
2-	Hostility
3-5	Resignation
6-8	Grudging Loyalty
9-11	Loyalty
12+	Fanatic loyalty

Hostility means that the henchman will leave the service of the character, and will consider him a rival and enemy in the future. The henchman can never be attracted to the character's employ again. A result of Resignation means the henchman will leave the character's employment, but he bears no ill will to his former master, and could be recruited to work for the character again in the future.

Grudging Loyalty means the henchman is reluctant to continue in the character's service, but sees no better options. If the character does not make any improvements to the terms of service, the henchman's next loyalty roll will be at a -1 penalty.

Loyalty means that the NPC will continue in the character's service with enthusiasm. Fanatic Loyalty means the henchman has become a dedicated and sworn servant of the character. All future morale rolls will be at +2.

A henchman's morale score is permanently decreased by 1 each time he suffers a calamity, and permanently increased by 1 each time he gains a level while in the adventurer's service.

A player character may hire at most 4 henchmen, adjusted by the character's Charisma bonus or penalty. Any attempts to hire more than this number of henchmen will cause the character to lose one of his existing henchmen. Mercenaries and specialists do not count toward a character's maximum number of henchmen, since they do not require the same level of personal loyalty.

Experience: Henchmen gain experience when they participate in adventure; however, as they are under the command of a player character, only one-half of a share of XP is allocated to each henchman.



Mercenaries

Mercenaries are generally hired to garrison a stronghold or wage war in military campaigns. Mercenaries will not accompany their employers on highly dangerous adventures such as dungeon exploration unless they become henchmen. The GM should determine what constitutes a military campaign and what constitutes an adventurer depending on the overall circumstances.

The Mercenary Troop Type table below lists the typical wages of mercenary types based on type. The costs listed are the mercenaries' wages only. The cost of armorers to make and repair troop armor and weapons, stablehands to groom horses, caravans to provide supplies while in the field, and other miscellaneous expenses are not included. Mercenaries in garrison need only be paid their wages, but mercenaries on campaign will expect a share of military plunder in addition to wages.

Mercenary Troop Type	Man	GP Wage per Month			
		Dwarf	Elf	Goblin	Orc
Peasant (spear)	3	-	-	-	-
Light Infantry (spear, shield, leather)	6	-	10	2	4
Heavy Infantry (spear, sword, shield, chainmail)	12	20	24	-	6
Crossbowman (heavy crossbow, dagger, chainmail)	12	24	-	-	8
Mounted Crossbowman (crossbow, chainmail, mule)	-	45	-	-	-
Bowman (short bow, dagger, leather)	15	-	30	6	9
Longbowman (long bow, sword, chainmail)	30	-	60	-	-
Light Cavalry (lance, shield, leather, light warhorse)	30	-	60	-	-
Horse Archers (composite bow, scimitar, leather, light warhorse)	45	-	90	-	-
Medium Cavalry (lance, shield, chainmail, medium warhorse)	45	-	-	-	-
Heavy Cavalry (lance, sword, shield, plate, barded medium warhorse)	60	-	-	-	-
Cataphract Cavalry (composite bow, sword, shield, plate, barded medium warhorse)	75	-	-	-	-
Wolf Riders (spear, leather, shield, dire wolf)	-	-	-	15	-

Mercenary Type	Base Morale
Peasants, conscript militia	-2
Barbarians, auxiliaries	-1
Men-at-arms	0
Cavalry, elite men-at-arms	+1
Elite cavalry	+2
Fanatics, berserkers	+4

Mercenaries have morale like henchmen, but mercenary morale is based on their training and equipment rather than the personal magnetism of their employers. Mercenaries may have additional bonuses or penalties to morale based on working conditions. If the mercenaries are being killed frequently or subjected to other abuses, morale will be low. If the mercenaries are enjoying riches and excitement, it might be higher. All of these factors are considered by the GM.

Specialists

Below are several possible specialists and typical monthly pay rates. This list is not exhaustive, and the GM may create more kinds of specialists as needed.

Alchemist (250gp/month): Alchemists are valuable specialists because they dedicate their expertise to creating potions and other concoctions. They may work as assistants to mages to help them create potions. They may also research new potions as if they were 5th level mages, but at twice the base time and cost. See Magic Research.

Animal Trainer (25gp to 250gp/month): Characters wishing to ride hippogriffs or employ carnivorous apes as guards will need the assistance of an animal trainer. The lowest cost above is for a standard animal trainer, able to train one type of "normal" animal such as warhorses; those able to train more than one sort of animal, or to train monsters such as hippogriffs, are more expensive to hire. The GM decides how long an animal must be trained, based on the nature of the training. It will take a minimum of 1 month to tame a wild animal. Likewise it takes a minimum of one month to teach an already tame animal one behavior. After the first month, an animal has become accustomed to a trainer and can be taught additional behaviors at half the time per behavior. If training is interrupted, all time already spent on that particular behavior is lost.

If an animal is being tamed and the time is interrupted, the animal will rebel and cannot ever be tamed. In some cases, animal training may take years, a fact that adventurers may find inconvenient as well as expensive. A single animal trainer can train and manage no more than 6 animals at a time. Once an animal is fully trained and put into service the animal trainer won't be needed to handle it any longer.

Armorer (75gp/month): Each month, an armorer can make 40gp worth of weapons, armor, or shields. In addition to being hired for producing weapons and armor, armorers must be hired at the frequency of 1 per 50 troops in order to maintain fix armor and weapons. Armorers may be assisted by up to two journeymen (25gp/month) and four apprentices (5gp/month). An armorer with one journeyman and two apprentices produces 100gp per month and can maintain 125 troops; an armorer with two journeymen and four apprentices produces 160gp per month and can maintain 200 troops.

Engineer (250gp/month): Engineers plan and oversee large construction projects, such as building strongholds. The number of engineers required is based on the value of the project. A minimum of 1 engineer is needed, with an additional engineer per 100,000 gp value of the project. For example, if a project is 60,000gp it will require 1 engineer, and if it is 200,000gp it will require 2 engineers. Human engineers usually handle large aboveground structures, while dwarves are usually hired for underground construction.

Healer (healer 1gp/day/patient, physicker 2gp/day/patient, surgeon 4gp/day/patient): Healers are trained to treat wounds and diagnose illnesses. Being treated by a healer requires clean, sanitary conditions and bed rest. A patient under treatment of any healer regains an extra 1d3 hit points per week. In addition, physickers can non-magically neutralize poison, cure disease, or cure light wounds with a skill roll of 18+ once per day per patient. Highly skilled surgeons can non-magically neutralize poison, cure disease, or cure serious wounds with a skill roll of 14+ once per day per patient. A normal healer can treat up to three patients per day, a physicker can treat up to four patients per day, and a surgeon can treat up to five patients per day.

Mariner (rowers, 3gp/month; sailors 6gp/month; navigator 25gp/month; captain 100gp/month): Rowers are unskilled normal humans who man oars of vessels. Sailors are skilled normal humans who can handle a ship. The navigator understands how to read charts and navigate based on instruments and the position of the stars. He is required any time a ship will venture beyond sight of a coast. A captain is required for any large ship, is skilled like a sailor, and has more

intimate knowledge of the particular coasts he frequents. In general, all such characters are normal men, and are not armored; they will usually be armed with clubs, daggers, or shortswords.

Ruffian (carousers, 6gp/month; footpads, 25gp/month; reciters, 25gp/month; spy 125gp/month; thug 25gp/month): Ruffians are specialists in petty crime. Carousers are 0th level brawlers and hoodlums that populate inns and taverns. Reciters are 1st level bards. Footpads are 1st level thieves. Spies are 4th level thieves. Thugs are 1st level assassins. Ruffians are hired on a monthly basis. They can be used as enforcers or muscle, or sent on various hijinks, such as assassinating, carousing, spying, stealing, or treasure-hunting. Ruffians hired for hijinks receive a success fee in addition to a monthly wage, and will expect their employer to bail them out of trouble should they be caught. Ruffians will not go on adventures unless recruited as henchmen, but may gain XP from hijinks. Ruffians who advance in level from successful hijinks will earn higher wages; use the Henchmen Monthly Fee table for high level ruffians. Ruffians may or may not be reliable, and could stab the hiring character in the back (maybe literally!).

Sage (500gp/month): Sages are rare; they usually specialize in a subject area, such as a sage specialist in dragons. Sages may be consulted for information. If the information is particularly difficult to obtain, it will cost the characters extra. Characters may have to pay the monthly rate in addition to any other supplies the sage needs to research their question. The GM will decide these costs. Despite the special knowledge sages have, they are occasionally wrong when it comes to particularly obscure questions. The GM will decide what questions are obscure and the probability of achieving a wrong answer. If the characters receive a wrong answer, they may not realize it!

Spellcaster (Various): Spellcasters are arcane and divine casters retained to cast a spell for an adventuring party. Most often these are clerics asked to cast cure disease, remove curse, raise dead, and so on, but mages may be sought out from time to time as well. The Spell Availability by Market table shows how many divine and arcane spellcasters capable of casting a given spell level can be found in any given market. Each spellcaster will be able to cast a spell of the given level once per day. The cost per casting is listed for each spell level as well. Just because a spellcaster can be found does not mean he will cast a spell for the adventurer – he must still be recruited through negotiation. Clerics will never cast spells for adventurers of opposite alignment, and may charge double if the adventurers do not belong to their faith.



Spell Availability by Market Class

Spell Type and Level	Cost	I	II	III	IV	V	VI
Divine-1st level	10gp	2d3 x10 0	4d4 x10	5d10	4d6	2d6	1d6
Divine-2nd level	40gp	8d1 0	4d6	2d6	2d3	1d3	1d2
Divine-3rd level	150gp	2d6	2d3	2d3	1d2	1d2 -1	-
Divine-4th level	325gp	2d6	2d3	2d3	1d2	1d2 -1	-
Divine-5th level	500gp	1d6	1d4	1d4	1d2-1	-	-
Arcane-1st level	5gp	2d4 x10 0	2d1 0 x10	2d4x1 0	3d1 0	2d6	1d4
Arcane-2nd level	20gp	2d6 x10	6d6	2d6	2d4	1d4	1d2
Arcane-3rd level	75gp	4d6	2d6	2d3	1d4	1d2	-
Arcane-4th level	325gp	2d4	2d3	1d4	1d2	1d2 -1	-
Arcane-5th level	1,250gp	1d4	1d4	1d2	-	-	-
Arcane-6th level	4,500gp	1d3	1d3	1d2-1	-	-	-

EXAMPLE: Cythea has been slain, while her companions (Nicodemus, Sal, and Bran) have been infected with lycanthropy in a battle with wererats. The adventurers travel to the town of Voynich (a Class III market) to seek raise dead for Cythea and cure disease for the rest of the party. The GM rolls on the Spell Availability by Market Table to determine the availability of these spells.

Cure disease is a 3rd level spell, so the GM rolls 1d3 to determine how many spell castings are available. Unfortunately, he rolls a 1, so only one cure disease spell is available each day. Raise Dead is a 5th level spell, so the GM rolls 1d2-1. He scores another 1, -1, yielding 0. No raise dead spells are available in town at all! The adventurers must decide whether to stay in town the three days necessary to get everyone cured of lycanthropy, or to press on immediately to try to find a cleric who can raise Cythea.

Poison

This section describes different poisons that can be introduced into the campaign. They are particularly important if the assassin class is in play, but poisons can be used to make foes much more formidable or to add additional dangers through unlabeled and mysterious potions, or poisoned traps and food.

Poison Basics

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a saving throw versus poison. If he fails, he dies or takes the poison's damage. Even if he succeeds, he may face damage.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact

with it). Unless otherwise determined by the Gamemaster, any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used. Poisons are divided into four basic types according to the method by which their effects are delivered, as follows.

Contact (CT): Touching poison necessitates a saving throw. It can be delivered via a weapon or other physical attack. Even if the attack causes no physical damage, the poison may affect the target. An object can be smeared with contact poison as a trap.

Ingested (IG): Ingested poisons are virtually impossible to utilize in a combat situation. It could be administered to an unconscious creature or someone may be dupes into consuming something poisoned.

Inhaled (IH): Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack just as when throwing flasks of oil. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10' cube. Each creature within the area must make a saving throw. Holding one's breath is ineffective against inhaled poisons; they enter the body through the nasal membranes, tear ducts, and other parts of the body.

Injury (IN): This poison must be delivered through a wound. If a creature does not suffer damage from an attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on the Poison Table. Terms on the table are defined below.

Class: This is an abstract identifier for a specific poison. It does not suggest anything about the ingredients, as any number of formulas might produce similar effects.

Type: The poison's method of delivery; contact (CT), ingested (IG), inhaled (IH), or via an injury (IN).

Save Adjustment: Some poisons are weaker or stronger than others, and saving throws are modified accordingly.

Onset: The amount of time it takes for the poison to take effect.

Failed Save Damage: The damage the character takes immediately upon failing his saving throw against this poison.

Save Damage: The amount of hp damage the character suffers even if the save versus poison succeeds.

Price: The cost in gp of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

Perils of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. A character that rolls a natural 1 on an attack roll with a poisoned weapon must succeed in a DEX attribute check or he poisons himself and must make a save versus poison. Assassins are trained in the use of poisons and there is no chance an assassin will poison himself when employing it in any way.



Class	Type	Save Adj.	Onset	Failed Save Damage	Save Damage	Price
1	CT	+2	2d4 rounds	10	0	20
2	CT	+1	1d6+1 rounds	20	0	80
3	CT	-	1d4 rounds	30	10	800
4	CT	-1	1d2 rounds	40	15	2,000
5	CT	-2	1 round	death	30	4,000
6	IG	+4	2d4 rounds	20	10	6
7	IG	+3	1d4+1 rounds	30	15	35
8	IG	+2	1d2 rounds	40	20	220
9	IG	+1	1 round	death	25	520
10	IG	-	1d4 turns	death	30	1,200
11	IH	+3	1d4 rounds	5	0	5
12	IH	+2	1d2 rounds	10	5	25
13	IH	+1	1 round	15	7	35
14	IH	-	instant	20	10	150
15	IH	-1	instant	death	15	1,200
16	IN	+4	2d4+1 rounds	15	0	15
17	IN	+3	1d3 rounds	25	0	75
18	IN	+2	1 round	35	0	650
19	IN	+1	1 round	death	0	1,700
20	IN	-	instant	death	10	2,500

There is a chance that a target in close proximity to poison will detect its presence due to its appearance, smell, or taste, before it is significantly contacted. The chance is related to the save adjustment of each poison. Poisons with +4 have an 80% probability of detection; +3, 60%; +2, 40%; +1, 20%.



ADVENTURING

0e Conventions

Almost any material you come across for 0e or other early editions of the world's most popular roleplaying game can be used in Microlite75 with little modification. However, there are some descriptive conventions that 0e used that may need explanation.

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

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

Descending Armor Class: 0e and other pre-SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. *Microlite75* 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 0e (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 *Microlite75*.

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 *Microlite75*.

Dungeon Exploration

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

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

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

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

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

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

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

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

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

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

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

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

Wilderness Exploration

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

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

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

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

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

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

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

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

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

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

until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

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

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

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

Ruler Class	Level	Patrol Type	Reaction (1D6)		
			Ignore	Chase	Friendly
Cleric	6+1d8	Lt mounted, 2d6	1-2	3-4	5-6
Dwarf	8+1d4	Hvy infantry, 2d6	1-4	5	6
Elf	9 or 10	Lt mounted, 2d6	1-4	5	6
Fighter	8+1d6	Hvy mounted, 2d6	1-2	3-5	6
Halfling	6+1d2	Lt infantry, 2d6	1-3	3	4-6
MU	10+1d4	Hvy infantry, 2d6	1-4	5	6

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

When in the wilderness, characters can hunt or scavenge for food. Scavenging for food is an activity that can be accomplished without hindering travel by gathering fruit, nuts, or small animals. For each day of travel while scavenging, roll 1d6. A result of 1 indicates that sufficient food for 1d6 human sized beings has been acquired. Hunting follows the same roll, but succeeds on 1-2, and must be engaged as the sole activity for a day. No traveling is possible. In addition, there will be one Wandering Monster check, from the table appropriate for the terrain, while the group is hunting.

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

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

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

Other Hazards

Falling: 1d6 damage per 10 feet fallen, save for half damage.

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

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

Ocean Exploration

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

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

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

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

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

When traveling at sea far from shore, smaller boats, including all galleys, are not appropriate and cannot handle the potential difficulties the open sea can offer. These vessels are restricted to water voyages in rivers, lakes, and near the shore at sea. There are many possible conditions at sea that might impact the average travel times listed for each vessel. The Gamemaster will check water conditions at the start of each day by rolling 2d6. A result of 12 indicates strong winds and storms, and a 2 means that the day is completely devoid of wind and a ship that is incapable of rowing cannot move all day. Any vessel with sails can attempt to move with the wind to avoid damage from strong winds. However, this may not carry the ship in the direction of preferred travel. The direction will be chosen by the Gamemaster. The vessel travels at the average speed x3. If the ship encounters land during this travel, it has a 25% chance of finding a safe place to hide along the shore. Otherwise, the ship is destroyed on the shore, by landing too fiercely or otherwise hitting shallow waters and rocks. In these windy, stormy conditions a galley has an 80% chance of being overrun with water and sinking. If it is near shore when the storm hits, a galley can find a safe harbor 100% of the time if the shore relatively clear of physical dangers. Otherwise, a galley will find a safe harbor on a roll of 1 or 2 on 1d6. Note that if the roll indicates no wind for the day, ships that can move by rowing can move their normal rowing speed for the day. Sailing ships are unable to move significantly under these conditions.

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

Wind Conditions Table

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

*All ships have a 10% probability of taking on water (20% for galleys), which will incur a penalty of -1/3 to movement. The ship will need to seek maintenance at a dock to remove the water.

**The ship will travel in a random direction determined at the Gamemaster's discretion, as discussed previously.

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

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

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

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

Waterborne Combat: Time and movement functions in the same way in water combat as it does in other encounters. However, one of the major differences to note is that attacks and damage may be directed at water vessels in addition to characters and monsters. Structural hit points (shp) belonging to vessels are slightly different than hit points (hp) belonging to characters and monsters. They translate at a rate of 1 to 5, or 1 shp = 5 hp. This is important to note, because some monster or spell descriptions list shp damage when directed at vessels.

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

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

reduced, such as when rowers are used to repair damage. For example, if 10% of the number of rowers are being used to repair vessel damage, the ship can move at -10% of its normal speed.

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

Catapult

Rate of fire: variable; 1/5 rounds with 4 crew; 1/8 rounds with 3 crew; 1/10 rounds with 2 crew

Range: 150-300 yards

Attacks as: Fighter level equal to crew number firing

Area effect: 10' square

Damage: 3d6 shp or 1d6 shp fire per turn

Catapults can be operated by a variable number of crew, and this will affect rate of fire and attack ability as indicated above.

The standard 3d6 damage reflects firing a solid missile.

Burning damage from combustible loads and pitch do the indicated fire damage. It takes a minimum of 5 crewmembers 3 turns to extinguish flames caused by a fire attack. For every five additional crewmembers, this time can be reduced by 1 turn to a minimum of 1 turn. A catapult cannot be used to attack a ship that is closer than the minimum range indicated.

Ram

Range: Touch

Attacks as: Monster of under 1 HD

Damage: (1d4 +4) x10 shp or 3d8 hp; (1d6+5) x10 shp or 6d6 hp

The different damages listed for a ram apply as follows. The first shp value listed applies to rams on small vessels when attacking another vessel. The first hp value listed applies to attacking large aquatic monsters. Similarly, the second damage values apply to rams on larger ships to other ships or large aquatic monsters, respectively.

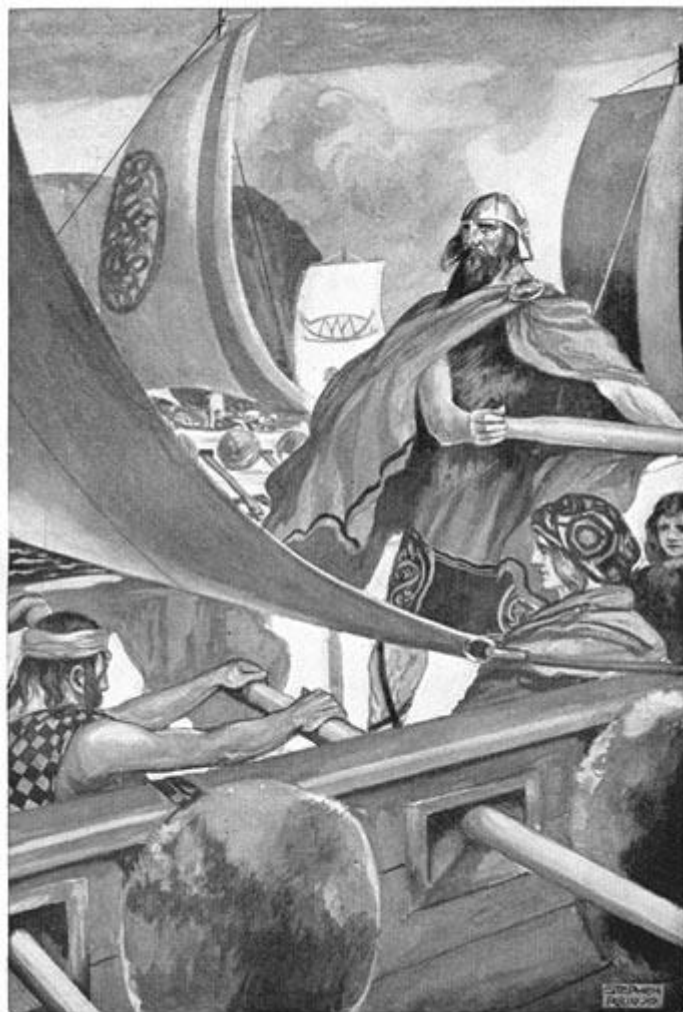
Boarding Vessels: When the occupants of both side-by-side vessels wish to board one another, their mutual intent makes the action succeed with no chance of failure. If only one side wishes to board the other, then the side that wishes to board has a 35% chance (1-35 on d00) of being able to successfully maneuver the two ships to a boarding position and clamp them together with grappling hooks. Once crewmembers come into contact with one another, combat ensues following the standard combat rules. When characters are in the act of boarding another ship, they suffer a penalty of -2 to attack rolls and armor class.

Watercraft Table I

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

Watercraft Table II

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



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Many Microlite74 gamers know that Randall Stuke, 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.

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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. 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:

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SPELL LISTS

Arcane (Magic-User) Spells

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

1st Level

- 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.
- Burning Hands:* A fan of flame (3 ft. long in a 120-degree arc) shoots from caster's hands, doing 1 hp/caster level damage to all hit. R: 3 feet. D: instant but effects permanent.
- Charm Person:* Puts one living humanoid totally under your influence. R: 120 feet. D: until dispelled.
- Detect Magic:* Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.
- Erase:* Erases normal or magical writing (save allowed) from an area about two pages wide. R: 30 feet. D: instant but effects permanent.
- Feather Fall:* Target creature or object falls slowly and takes no damage from landing. R: 60 feet. D: 1 minute/caster level.
- Floating Disc:* Creates 3-ft.-diameter horizontal disk that holds 100 lb./caster level. R: 10 feet. D: 1 hour/caster level.
- Hold Portal:* Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.
- 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.
- Light:* Object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/caster level.
- Magic Missile:* Creates magic arrow which hits its target for 1d6 damage. An additional 2 missiles are created every 5 levels (e.g. total 3 at level 5, total 5 at level 10). R: 150 feet. D: instant.
- Message:* Caster points to any creature in range and whisper a short message that creature (and only that creature) will hear. R: 60 feet + 10/caster level. D: 20 seconds.
- Pep:* One target per caster level instantly recovers 20% of their Hit Points. No effect on targets in combat or other heavy activity. Can only affect a specific target once per day. R: touch. D: instant but effects permanent.
- Protection from Evil:* +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 1 hour.
- Read Languages:* Read any written language. R: touch. D: 1 or 2 readings.
- Read Magic:* Read scrolls, spellbooks, other magical writing. R: caster only. D: one reading (two scrolls or equivalent).
- Repair:* Repairs a broken or torn small object. It does not restore magic. R: 30 feet. D: instant but effects permanent.
- Shield:* Improves caster's armor class to 17 versus missile attack and to 15 versus melee attacks. R: caster. D: 20 minutes.
- 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.
- 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.
- Ventriloquism:* allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

2nd Level

- Continual Light:* Object lights circle with 120 ft. radius until dispelled, not full daylight. R: 120 feet.
- Darkness, 15' Radius*:* Magical darkness which even blocks

infravision and *darkvision*. R: 120 feet. D: 1 hour.
Detect Evil: Reveals evil thoughts/intent or evil items. R: 60 feet. D: 20 minutes.
Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.
ESP: Allows caster to read surface thoughts of target. R: 60 feet. D: 2 hours.
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.
Forget: 1d4 targets forget last level/2 (round up) minutes. R: 30 feet. D: instant but effects permanent.
Invisibility: Subject is invisible until spell broken by caster, some outside force, or until subject attacks. R: 240 feet.
Knock: Unlocks/unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.
Levitate: Caster floats up and down as he desires. Speed: 6 feet/minute. R: 20 feet up/down per level. D: 10 minute/caster level.
Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 60 + 10/caster level feet.
Magic Mouth: Mouth appears on target object and delivers a message of up to 30 words when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.
Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.
Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.
Pyrotechnics: Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.
Ray of Enfeeblement: Target loses 25% of strength (damage it inflicts also reduced 25%). R: 10 feet. D: 1 minute/caster level.
Shatter: Causes one normal item (up to 10 pounds/caster level) to shatter into pieces. R: 60 feet. D: instant but effects permanent.
Spider Climb: Allows non-thieves to climb as a thief of one-half caster's level. Adds caster's level to thieves for climbing checks. R: touch. D: 1 minute/caster level.
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.
Strength: Adds 1d6+1 to a single Fighter's Strength or 1d6-1 to a single Cleric's. Maximum Strength is 18. R: touch D: 8 hours.
Web: Sticky webs fill a 10x10x20 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 30 feet. D: 8 hours.
Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet.

3rd Level

Clairaudience: Hear at a distance for 2 hours. R: 60 feet.
Clairvoyance: See at a distance for 2 hours. R: 60 feet.
Dispel Magic: Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success) Duration: instant but effects permanent for spells or 10 minutes/caster level for items. Range: 120 feet.
Explosive Runes: Deals 1d6 + Level damage when read. D: until discharged. R: touch
Fire Ball: 1d6/caster level fire damage, 20 foot burst. R: 240 feet. D: instant.
Fly: Subject can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/caster level. (GM rolls secretly.)
Haste Spell: Subjects (up to 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow) R: 240 feet. D: 30 minutes.
Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Infravision: See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.
Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.
Lightning Bolt: 1d6/caster level electrical damage. R: 240 feet, bolt is 10 feet wide, 60 feet long. D: instant.
Monster Summoning I: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1d6 giant rats, 2: 1d3 goblins, 3: 1d3 hobgoblins, 4: 1d6 kobolds, 5: 1d3 orcs, 6: 1d3 skeletons. D: 6 minutes.
Protection from Evil, 10' radius: +2 to AC and saves, counters mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around subject. D: 2 hours.
Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 2 hours.
Rope Trick: Caster tosses rope into the air. It hangs there. Caster and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/caster level.
Slow Spell: Subjects (up to 24 beings in a 60 foot radius of target) slowed by 50%. (Counters Haste) R: 240 feet. D: 30 minutes.
Suggestion: Caster makes 1-2 sentence hypnotic suggestion to target. If the save is 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.
Tiny Hut: Creates 20 foot diameter opaque force sphere that protects up to 10 humanoid-sized creatures from the weather. R: 20 feet. D: 2 hours/caster level.
Tongues: Grants the target the ability to speak and understand the language of any intelligent creature. R: touch. D: 10 minutes/caster level.
Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 60 feet.
Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.
Dimension Door: Teleports subject a short distance (up to 360 feet). D: instant. R: 10 feet.
Fear: 240 ft. long cone of fear (120 ft. width at far end) extends from caster. Creatures within must save or flee in fear/horror for 1 hour. R: as above. D: 1 hour of fear.
Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet.
Ice Storm: 30 foot cubic vortex of ice, snow, and hail appears doing 5d6 damage to all within. R: 120 feet. D: 1 minute.
Massmorph: Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.
Monster Summoning II: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1d2 hobgoblins, 2: 1d2 zombies, 3: 1d2 gnolls, 4: 1d2 bugbears, 5: 1d6 orcs, 6: 1d6 skeletons. D: 6 minutes.
Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.
Polymorph Others: Change another into form of another being. The change is complete and includes gaining special abilities and mind of creature. R: 60 feet. D: until dispelled.
Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 1 hour + 1 hour/ caster level.
Remove Curse: Frees subject from a curse. R: touch. D: instant but effects permanent.
Telepathy: Caster can speak mind-to-mind with any intelligent being he is in eye contact with. R: 30 feet D: 10 minutes plus 1 minute/caster level.

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

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

Wizard Eye: Allows sending an invisible eye up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 1 hour.

5th Level

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

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

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

Conjure Elemental: Conjures one 16 HD elemental who will serve the caster until dispelled/dismissed/caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.

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

Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.

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

Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs. DC of (10 + MIND bonus + target level or hit dice). R: 30 feet. D: until dispelled, the target makes his save (a new saving throw is allowed every caster level days), or the caster ends spell.

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

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

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

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

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

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

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

Wall of Stone: Creates a wall of stone in any shape. 1000 square feet (2 inches thick). R: 60 feet. D: until destroyed or dispelled.

6th Level

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

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

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

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

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

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

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

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

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

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

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.

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

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.

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

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

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

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 30 foot cube 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.

Mind Link: Similar to Mind Meld, but members of the link form a group mind sharing all thoughts, senses, knowledge and skills. Link members can freely use each other's HP, class abilities, senses, etc. (subject to common sense aka GM approval). Mental or psionic attacks targeting one member, target all. Likewise, the mental or psionic defenses of one member protect all. It is almost like one mind inhabiting several bodies. R: touch. D: 1 hour/caster level.

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 Mind of 12 or better will require 1d4 10 minute turns to escape, those with Mind 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. R: caster D: 1 hour.

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.

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.

Magic Aura: Alters item's aura so that it appears to detection magic as though it were non-magical or the subject of a spell you specify. Identify Spell will reveal the false aura. Limited effect on very powerful items. R: touch D: 1 day/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 feet.

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. Range: 120 feet. D: as long as caster concentrates plus 1d6+3 turns afterwards.

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.

Misdirection: 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.

Phantom Trap: Makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. R: touch: D: 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

Displacement: Target appears to be about 2 feet away from its true location. Attacks on target automatically miss 50% of the time and are at -2 to hit the rest of the time. R: touch. D: 1 minute/caster level.

Fear: Causes creatures who fail their saving throw to flee fear. Affect 4d10 1st level types, 3d10 second 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 illusory 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 2d20: 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.

Illusory Wall: Creates the illusion of a wall, floor, ceiling, or similar surface which appears real when viewed, but physical objects pass through without difficulty. Detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature, but does not cause the illusion to disappear. R: 30 feet. D: permanent.

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).

Rainbow Pattern: A pattern that the Illusionist projects in front of him that will hold anyone looking at the pattern motionless. It can catch 8d6 1st level types, 6d6 2nd level types, 4d6 3rd or 4th level types, 2d6 5th or 6th level types, or 1d6 7th or 8th level types. D: as long as caster concentrates plus 1d6+3 turns afterwards. Range: 120 feet.

Seeming: Like Change Self, except can change the appearance of other people as well. Affected creatures resume their normal appearances if slain. R: 30 feet. D: 10 x (1d6 + 10 + level) minutes.

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.

False Vision: Any divination/scrying magic used to view anything within the area of this spell instead receives a false image (as the Spectral Forces spell), as defined by you at the time of casting. While the spell lasts, you can concentrate to change the image as desired. R: 40 feet radius. D: 1 hour/caster level.

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).

Mirage: As Hallucinatory Terrain, except that it enables the caster to make any area appear to be something other than it is. Unlike Hallucinatory Terrain, the spell can alter the appearance of structures (or add them where none are present). R: 240 feet. D: 1 hour/caster level.

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

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.

Illusionary Double: Caster becomes invisible as Improved Invisibility (for one minute/caster level) and a Programmed Illusion of the caster unnoticeably takes his place. R: caster. D: 2 hours.

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.

Veil: Like Change Self, except can change the appearance of other people as well and the new appearance can be anything. Affected creatures resume their normal appearances if slain. R: 30 feet. D: 10 x (1d6 + 10 + level) minutes.

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 planes; 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: 1 hour.

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.

1st Level

Bless Water (Reversible): Turns 1 flask (1 pint)/caster level of water into holy water. R: touch. D: instant but effects permanent.

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

Detect Evil (Reversible): Reveals evil thoughts/intent or evil items. R: 120 feet. D: 1 hour.

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

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

Divine Guidance: +1 on one attack roll, saving throw, or skill check. Use of bonus must be announced before roll. R: touch. D: one minute/caster level.

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

Light (Reversible): object lights circle with 20 ft. radius, full daylight. R: 60 feet. D: 2 hours.

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

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

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.

2nd Level

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

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

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

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

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.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 180 feet. D: 90 minutes.

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

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

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

Undetectable Alignment: Conceals alignment of target from detection. R: 30 feet. D: 1 day.

3rd Level

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

Cure Blindness/Deafness (Reversible): Cures normal or magical blindness or deafness. R: touch. D: instant but effects permanent.

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

Helping Hand: Creates the ghostly image of a hand, which is sent to find a specific creature within 5 miles. Hand then leads the creature to you if the creature is willing to follow. Moves up to 240 feet per minute. R: 5 miles. D: 1 hour/caster level.

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

Prayer: Gives saving throw penalty of 1 per ten caster levels to enemies in 20x20 foot area. R: 30 feet. D: next melee round.

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

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

Water Walk: Targets (one creature/caster level) can walk on water or any liquid as if solid, hovering an inch above it. R: touch. D: 10 minutes/caster level

4th Level

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

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

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

Protection from Evil, 10' radius (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around caster. R: caster. D: 2 hours.

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

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

5th Level

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

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

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

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

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

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

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

Calm Animals: Soothes and quiets (2d4 + level) HD of normal animals, rendering them docile and harmless. R: 30 feet. D: 1 minute/caster level.

Charm Animal: Like charm person, except that it affects one normal animal. R: 60 feet. D: until dispelled.

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

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.

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

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

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

Magic Fang: One natural weapon of target creature gets +1 on attack and damage rolls (and counts as a magic weapon). R: touch. 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

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.

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.

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

3rd Level

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

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

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

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' radius: 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). R: 120 feet. D: instant but effects permanent for spells or 10 minutes for items.

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 treants 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.

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.

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.

Weather Summoning: The druid may call for any weather desired, limited by the current season and climate. Extreme weather conditions may only be summoned by an 11th level druid. The altered weather is not under the control of the druid. It takes 3 + 5d4 - druid level 10 minute turns for the altered weather to arrive, but will be noticeable after 30 minutes. The duration of this spell varies according to the climactic changes brought about by the druid. A tornado may last a few turns, while torrential rains might last a few hours or day (GM's choice). R: 5 mile radius. D: variable.

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 caster level of the reversed version extinguishing magical fires of up to the normal area. Area: 30 x 30 foot square area per caster level (must be contiguous). R: 60 feet.

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.



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, Carnivorous: 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.

Beetle, 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

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

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

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.

Rabid Animal: Effective HD: +1: Attack: As normal animal of same type, but never needs to make a morale check: bite attack carries rabies (Onset in 2d6 weeks, until cured no natural healing or second wind, -1d4 MIND per day, die at 0 Mind).

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.

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

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

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

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

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.

Fantastic Creatures

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

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

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

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

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

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

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.

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

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.

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

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

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

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

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

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

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.

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

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

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

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

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

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

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

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

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

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

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

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

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.

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

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.

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

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

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

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

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.

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.

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

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

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

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

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.

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

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.

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

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

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

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.

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

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

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

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.

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

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.

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

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.

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

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.

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

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

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.

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

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.

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

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

Lovecraftian Monsters

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Science Fantasy and Horror Monsters

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

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

Deathclaw: AC: 18 HD: 6d8 AT: 2 claws +6 (1d12), bite +6

(1d10), headbutt +5 (1d6) ST: 11 MR: 11 S: mimic speech like a parrot.

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

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

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

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

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

Graboid, Blaster: AC: 17 HD: 6d8, AT: Bite +6 (2d6), 2 talons +6 (1d8) ST: 13, MR: 10 S: infravision, glides, launches by controlled explosion dealing 6d6 fire damage in the direction from which it launches

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



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

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

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

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

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

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

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

Science Fantasy Machine Monsters

Android, Laborer: AC: 12 HD: 3d8 (28 hp); AT: weapon +3 ST: 16 MR: 7 S: bio-machine

Android, Leader: AC: 14 HD: 2d8; AT: 1 weapon +2 ST: 17 MR: 8 S: bio-machine

Android, Soldier: AC: 18 HD: 4d8 AT: 2 weapon +4 ST: 15 MR: 11 S: bio-machine

Builderbot: AC: 20 HD: 10d8 AT: laser drill +10 (4d6 ranged), saw arm +10 (3d6), 2 grabber arms +10 (2d6) ST: 9 MR: 11 S: thermal vision; giant construction robot

Docbot: AC: 12 HD: 2d8 AT: none ST: 17 MR: 11 S: regeneration ray heals 1d20 damage (+10 on humans); if malfunctioning can reverse polarity and fire a radiation ray that does 2d8 radiation damage

Lawbot: AC: 18 HD: 6d8 AT: 2 stun pistols +6 (2d6, stun) or stun grenade launcher +6 (3d6, area stun) ST: 13 MR: 11 S: low light and thermal vision

Securitybot: AC: 23 HD: 20d8 AT: 1 Fusion Launcher +15 (6d6, area) ST: 3 MR: 12 S: low light and thermal vision; 20 HP force field

Spiderbot: AC: 15 HD: 4d8 AT: 1 laser eye beam +4 (3d8 ranged) ST: 15 MR: 11 S: low light and thermal vision

Utilitybot: AC: 12 HD: 2d8 AT: 2 mechanical claws +2 (2d6) ST: 17 MR: 11 S: thermal vision; general industrial robot

Vendorbot: AC: 14 HD: 2d8 AT: projectile merchandise +2 (2d4 ranged) ST: 17 MR: 9 S: proximity sensors

Warbot: AC: 30 HD: 80d8 AT: 2 Rocket Launcher +15 (4d6 area), 2 Plasma Launcher +15 (5d6 area), Fusion Launcher +15 (6d6 area) ST: 3 MR: 12 S: low light and thermal vision; radar, sonar, 40 HP force field; flies, swims.

TREASURE

Here is a list of sample treasure items appropriate to a *Microlite75* 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 *Microlite75* games.

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

Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp. 1% are worth 1d20 times as much. 0.1% are worth 5d20 times as much.

Jewelry: Most pieces of jewelry are worth 3d6 x 100gp. 1% are worth 1d20 times as much. 0.1% are worth 5d20 times as much.

Artwork (statues, tapestries, paintings, drawings, etc.): Most art items are worth 10d10 x 10gp. 1% are worth 1d20 times as much. 0.1% are worth 5d20 times as much.

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.

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.

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.

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.

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

Extra-Healing: This potion will either cure 3d6+3 hit points of damage to the drinker (or cure their paralysis). Can be used as 3 doses of Healing potion. This potion has an instant effect, rather than a duration.

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.

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 armor 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 1d6+1 hit points of damage to the drinker or cure their paralysis. This potion has an instant effect, rather than a duration.

Heroism: Dwarves, Halflings, and Fighters who drink this potion will temporarily gain one or more levels as follows:

Common Man (no class): +4 Fighter levels.
Dwarves, Halflings, and Fighters: Level 1-3: +3 levels; Level 4-7: +2 levels; Level 8-10: +1 level; Level 11+: no effect

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.

Mana: This potion gives the drinker temporary hit points that can only be used to cast spells. These temporary hit points

disappear in 10+1d10 minutes if not used. The strength of this potion is determined by rolling 1d6: 1-3: adds 1d6 temporary hit points, 4-5: adds 2d6 temporary hit points, 6: adds 3d6 temporary hit points.

Oil of Etherealness: This thin oil is applied to the character and all of his belongings in order to achieve an ethereal state for 4+1d4 x 10 minutes. It takes 3 minutes for the potion to produce effect, and can be negated earlier than the duration by applying a mildly acidic liquid. When ethereal, a character is invisible and can pass through any objects that are not also ethereal.

Oil of Slipperiness: Any creature coated in this thin oil cannot be restrained or grabbed, and neither wrapped in the grip of constrictor snakes or any other grasping attacks, including binding ropes, chains, or cuffs, magical or otherwise. Simply put, nothing can get a grip on a character coated in this oil. Objects can be coated with the oil, and if a floor is coated any individual even standing on the floor will have a 95% probability each round of falling, due to slipping. The effects of the oil last 8 hours, but the oil can be cleaned off early with liquid containing alcohol.

Philter of Love: Drinker becomes charmed by the next person or creature he or she lays eyes upon. However, the drinker will actually become charmed and besotted by the person or creature if it is of the preferred sex and of similar racial stock. The charm aspect of this potion lasts for 4+1d4 x 10 minutes, but only dispel magic will make the drinker cease to be enthralled by a member of a preferred sex.

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.

Philter of Love:

Polymorph: This potion has the same effect as the polymorph self spell.

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

Super-Heroism: Dwarves, Halflings, and Fighters who drink this potion will temporarily gain one or more levels for 5d6 minutes as follows:

Common Man (no class): +6 Fighter levels.

Dwarves, Halflings, and Fighters: Level 1-3: +5 levels; Level 4-7: + 4 levels; Level 8-10: +3 level; Level 11+: + 2 levels

All damage (including energy drains) is taken from the extra levels and hit points first.

Sweet Water: Used to cleanse water (including turning saltwater into fresh water) or otherwise transform poisons, acid, etc. into drinkable liquid. Sweet water will destroy other potions. For most liquids, this potion will affect up to 100,000 cubic feet. However, only 1,000 cubic feet of acid can be neutralized. The effects of sweet water are permanent, and once treated, liquid will resist spoilage or contamination for 5d4 rounds.

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 3d6 HD in total of undead creatures as the charm person spell. Effects last 5d4 minutes and intelligent undead will be hostile when the duration

ends.

Water Breathing: This potion lasts for 1 hour plus 1d10 minutes, and has the same effect as the spell of the same name.

Scrolls

Most scrolls contain spells and can only be used by spell casters although a few spell scrolls can be used by any intelligent being. Special scrolls (warding, curse, etc.) can generally be used by anyone able to read them.

Spell Scroll (Clerical): These scrolls can be read by anyone but only used by clerics. They contain 1d3 spells. Roll 1d20 to determine the level of each spell: 1-8: level 1; 9-14: level 2; 15-17: level 3; 18-19: level 4; 20: level 5 (or GM choice). Each spell may be cast once then it fades from the scroll.

Spell Scroll (Magic-User/Elf): These scrolls can only be read with the read magic spell and can only be cast by magic-users or elves. They contain 1d3 spells. Roll 1d20 to determine the level of each spell: 1-6: level 1; 7-11: level 2; 12-14: level 3; 15-17: level 4; 18-19: level 5; 20: level 6 (or GM choice). Each spell may be cast once then it fades from the scroll.

Ward against 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.

Ward against 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.

Ward Against 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.

Ward Against 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.

Treasure Map: GM will construct the map and the treasure it leads to. The map is likely to lead to a treasure within the dungeon/area the characters find the map, or the map may lead to another, sometimes remote, location. Difficulty in attaining the treasure should reflect its value. There may be traps, riddles, or other challenges. The map itself may be enchanted so that it requires read magic to decipher or may be written in a different (or even dead) language.

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

d6 Roll	Effect of Curse
1	Victim loses random magic item.
2	Random Stat suffers a -4 penalty.
3	Victim does not gain experience.
4	Victim's level reduced by 1.
5	Victim turns in a small animal (as Polymorph Other)
6	Victim is rendered blind.

Wands and Staves

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

Wands are normally thin sticks around 18 inches long. They can only be used by magic-users and elves. A wand will hold 2d10 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 feet long, and made of wood. Staves may be used by either magic-users/elves or clerics. A staff will have 3 d10 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. When a staff is described, the name of the item will be followed by either "C" if it is usable by a cleric, or "MU" if it is usable by magic-users.

Rods are as thick as as staff but only about 3 feet long. A rod will have 2d6 charges when found. Rods can be used by any class, unless otherwise noted.

Wand of Cold: Each time a charge is expended, this wand creates a cone of cold, 60 feet long and 30 feet wide at the end. All creatures within the cone must take 3d6 damage.

Wand of Detecting Enemies: 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. The glow lasts for 10 minutes before fading.

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

Wand of Detecting Metals: Each time a charge is expended, the wand will point in the direction of any concentration of metal that weighs 100 pounds or more if it is within 20 feet. The wielder is aware of the kind of metal detected.

Wand of Detecting Secret Doors: When this wand is activated, it will point the user towards all secret doors within 20 feet. This expends one charge per use.

Wand of Detecting Traps: When this wand is activated, it will point the user towards all traps within 20 feet. This expends one charge per use.

Wand of Device 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 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 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 Missiles: This wand fires one or two magic missiles (user's choice) per round as the magic-user/elf spell of the same name. The missiles inflict 1d6+1 hit points of damage each, and always strike. Each individual missile fired expends one charge.

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.

Rod 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.

Rod of Energy: This rod may be used by any spell-caster. It 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 rod will automatically use a charge and refill the next day (at dawn).

Rod of Resurrection: A cleric of any level may use this rod one time per day to raise beings from the dead as the resurrection spell. A cleric using this rod does not need to rest after expending charges from the rod. Different kinds of characters may be resurrected, and each type requires a different number of charges (Cleric, 2 charges; Dwarf, 4 charges; Elf, 7 charges; Halfling, 3 charges; 0-level Human 1 charge; Magic-User, 4 charges; Thief, 4 charges). When all charges from the rod are used, it crumbles into dust.

Staff of Commanding [C]: This staff may be used by a cleric to command plants, animals, and humans in the same manner as the rings command human, animal command, and command plant. Each use requires one charge.

Staff of Healing [C]: A cleric may activate the staff to cure 1d6+1 hit points of damage to a target, but it can only be used one time per creature per day. This staff may heal an unlimited number of creatures in a day.

Staff of Power [MU]: This powerful staff has several abilities. First, it can be used to cast the spells cone of cold, lightning bolt, and fireball (each dealing 8d6 hp of damage). In addition, the staff may be used to cast continual light and telekinesis (with a weight limit of 250 pounds). Finally, this staff can also be used with the same effect as a staff of striking.

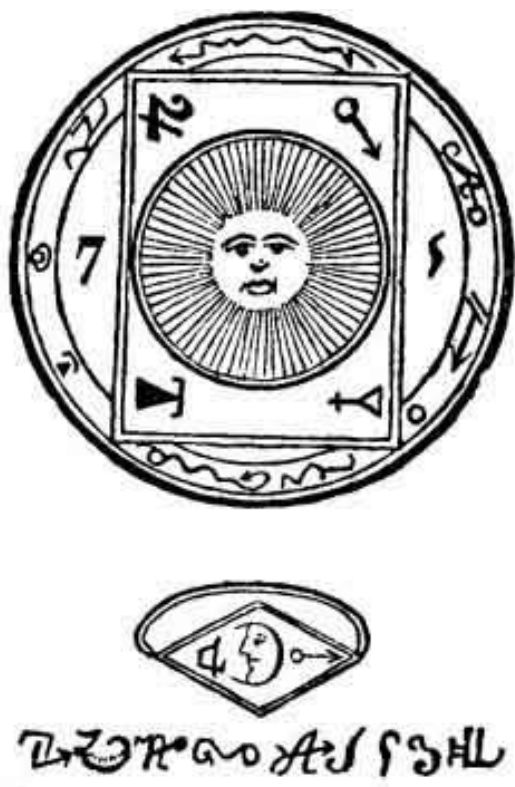
Staff of Striking [C]: Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 2d6 damage to the creature in addition to the normal damage that the staff does.

Staff of Withering [C]: This staff functions as a +1 staff that deals 2d4+1 hit points of damage when a charge is used. By using 2 charges and successfully striking an opponent, the staff ages a victim by 10 years. If three charges are spent in this attack, one of the victim's limbs will shrivel into a mummified, useless member (saving throw versus spell-like devices is allowed). The aging effect will automatically kill most creatures that have a short lifespan. Also note that effects of spent charges are cumulative, such that if 3 charges are used, the victim will not only receive damage, but he will be aged and have a withered limb.

Staff of Wizardry [MU]: This staff functions as a +1 staff. In addition, the staff may be used to cast the spells conjure elementals, invisibility, passwall, and web. The staff has the

similar spell-like effect of a djinni to create a whirlwind and can be used as a wand of paralyzation. Each of these abilities requires one charge. The staff may be broken for a final blow. The results of a final blow depend on the number of charges in the staff. For each charge, 8 hit points of damage are dealt in a grand fireball to all monsters and characters (even the owner of the staff) within 30'. The staff is then broken and useless.

Staff of the Serpent [C]: This staff does not employ charges. It strikes as a +1 staff. The user can command the staff to grow to become a giant constrictor snake and constrict around a victim. The command for the staff to become a snake is uttered as it strikes a victim. The victim must succeed in a saving throw versus spell-like devices or be held immobile by the constricting snake for 1d4 turns, or until the owner commands the snake to release him. The serpent returns to the owner and returns to staff form after it has constricted around an opponent. If the snake form is slain, it will not return to staff form and the staff is destroyed. When the snake returns to staff form, all damage it has sustained in combat is automatically healed.



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 twisting the ring..

Animal Command: 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.

Command Human: 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.

Command Plant: 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.

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 day, the wearer of this ring can summon a djinn, who will serve them for 24 hours. If the djinn is killed, the ring loses its magical power.

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).

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.

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. Roll a d100 to determine the ring's protection bonus: 01-80: +1; 81-91: +2; 92-99: +3; 00: +3, 5 foot radius.

If a radius is given, the power of the ring, as it applies to saving throws only, extends to all creatures within the radius.

Regeneration: The wearer of this ring will recover 1 hit point per minute, 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, but 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).

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 slot can be recharged by having a spell caster cast a spell 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 charging it.

Spell Turning: Each day, this ring will reflect the first 2d6 spells (roll each day) cast at the wearer back at their caster. 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.

Telekinesis: This ring can be activated to produce an effect identical to the Telekinesis spell but with no duration limit.

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.

Boat, Folding: A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship. In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease. A third word of command causes the boat or ship to fold itself into a box once again. The necessary command words may be present, either visible or invisible, etched into the box. Alternatively, the command words may need to be sought through an NPC or a small quest.

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.

Boots of Speed: These boots allow the wearer to move 240' per turn for up to 12 hours. The wearer is exhausted after this activity, and is required to rest for 24 hours.

Boots of Travelling and Springing: While these boots are worn, the wearer need not rest if engaged in ordinary movement. Further, he may spring up to 10 feet high, and to a distance of 30 feet.

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.

Bracers of Armor: Wrist or arm guards that grant the wearer an AC as though he were wearing armor. Both bracers must be worn for the magic to be effective, and no other armor may be worn with the bracers (magical or non-magical). Dexterity modifiers do apply. The protection offered by the bracers can be combined with other magical effects that alter AC, such as a ring of protection or cloak of protection. Roll d100 to determine the which kind of bracers are found: 01-06: AC 11; 07-16: AC 12; 17-36: AC 13; 37-51: AC 14; 52-71: AC 15; 72-86: AC 16; 87-00: AC 17.

Brazier of Commanding 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 1 minute.

Brooch of Shielding: A piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell, device, or spell-like ability. A brooch can absorb up to 101 hit points of damage from magic missiles before it melts and becomes useless.

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 Controlling 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 1 minutes.

Chime of Opening: A chime of opening is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A chime of opening also automatically dispels a hold portal spell or even an arcane lock cast by a wizard of lower than 15th level. The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and arcane locked, it takes four uses of a chime of opening to get it open. A silence spell negates the power of the device. Each use requires a charge, and a chime contains 2d4x10 charges before it cracks and becomes useless.

Cloak of Protection: This magical cloak appears to be an ordinary brown cloth or leather cloak. The cloak functions much like a ring of protection, offering a bonus to the wearer's AC and all saving throws. These bonuses are cumulative if the cloak is worn with a ring of protection. Roll 1d100 to determine AC bonus: 01-80: +1; 81-91: +2; 92-100: +3.

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.

Cube of Frost Resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 turn (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a turn, the cube is destroyed.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type, as well as the volume and velocity. "Stream" pours out 1 gallon per round. "Fountain" produces a 5' long stream at 5 gallons per round. "Geyser" produces a 20' long, 1' wide stream at 30 gallons per round.

The geyser effect causes considerable backpressure, requiring the holder to be on stable ground and braced to avoid being knocked down. The force of the geyser kills small creatures. The command word must be spoken to stop it.

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.

Dust of Appearance: This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats all objects within a 10' radius, making them visible even if they are invisible. If the dust is blown through a tube it covers an area in the shape of a cone 20' long and 15' wide at its terminal end. The dust likewise negates the effects of mirror image, cloak of displacement, and elven cloaks. The dust's effect lasts for 2d10 turns. Dust of appearance is typically stored in small silk packets or hollow bone tubes, and 5d10 of these tubes or packets will be found at a time.

Dust of Disappearance: This dust looks just like dust of appearance and is typically stored in the same manner. A creature or object touched by it becomes invisible. Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including detect invisible. Dust of appearance, however, does reveal people and objects made invisible by dust of disappearance. The invisibility bestowed by the dust lasts for 2d10 turns, and the invisibility is not dispelled if the enchanted character makes attacks.

Efrete Bottle: This 3' tall heavy jug contains an efreet. The stopper may be opened once per day, and the efreet will come forth and serve the opener. If the efreet is slain, the bottle becomes non-magical. The efreet 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.

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.

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to use charm person (one target per round) merely by meeting a target's gaze. Those failing a saving throw versus spells are charmed as per the spell. If the wearer has both lenses, there is a penalty of -2 to the saving throw. If the wearer has only one lens, the saving throw is made with a bonus of +2.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses allow the wearer to see 100 times further than normal. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as he covers his other eye.

Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. When a being places the eyes on, he instantly turns to stone as the spell, with no saving throw. About 1/4 (01-25 on d00) of these eyes allow the wearer to use a petrification gaze attack. Both lenses must be worn for the magic to be effective, and the victim is allowed a saving throw versus petrify.

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 returns 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 Alignment Changing: This ornate helmet instantly changes the alignment of the being that places it on. The change is random. The helmet cannot be removed except by the spell remove curse. The wearer will not desire for the helmet to be removed, but once it has been taken off he reverts back to his original alignment.

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 Comprehend Languages and Read Magic: Appearing as a normal helmet, a helm of comprehend languages and read magic grants its wearer the ability to understand the spoken words of any creature, and to read text in any language or any magical writing. Note that understanding a magical text does not necessarily imply spell use unless the magic is usable by the character's class and level.

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.

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.

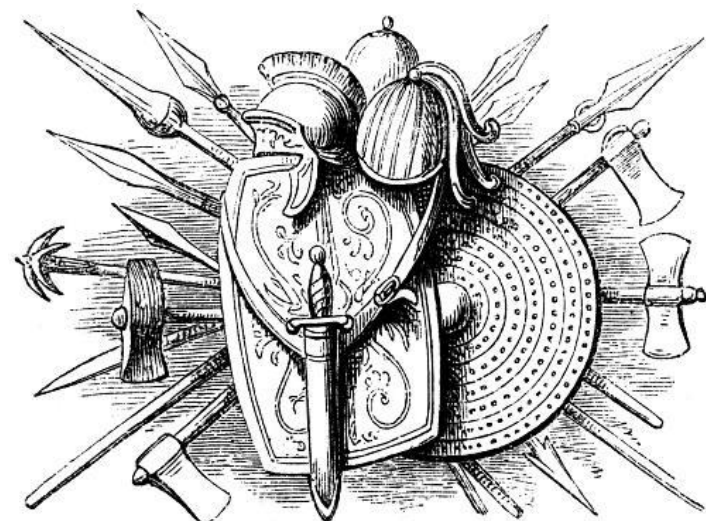
Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. If a creature is reflected in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and its items disappear completely.

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases. The bubble can enable the wearer to survive in an environment without air for 1 week.

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.

Stone of Controlling 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.



Magic Weapons and Armor

Magical weapons and armor follow the same class restrictions as all normal weapons and armor. Magic items will have a "+" value, or if cursed they will have a "-" negative value. When an item has a plus, such as a dagger +1, this means that rolls to hit and damage rolls receive a +1 bonus. Armor with a plus will improve the AC by the amount specified. For example, leather armor +1 would improve AC to 13.

Cursed items have the opposite effect, incurring penalties based on the negative value provided. Cursed items, once possessed by a character, can only be disposed of with a dispel evil or remove curse spell. The owner of a cursed item will not believe the item is cursed, and will resist efforts to get rid of the item until one of these spells is cast. Furthermore, the possessor of a cursed weapon will prefer to use this weapon in combat above any other weapon.

Magical armor of the non-cursed variety is lighter and less cumbersome than other armor. The exact effects of this are up to the GM, but should mean a character can wear magical armor longer without tiring or suffering other negative effects.

Roll d00	Armor Type	Unmodified AC
01-05	Hide Armor	11
06-30	Leather Armor	12
31-35	Ring Mail	13
36-40	Scale Armor	13
41-65	Chain Mail	14
66-70	Banded Plate	15
71-75	Lamellar Armor	15
76-00	Plate Armor	16

At most magic weapons will be simple magic weapons with a +1 bonus to hit and damage, although weapons up to +3 are possible. Weapons also may have more than one bonus listed, where the first bonus applies to all attacks and damage, and the second applies only to an exclusive group of creatures. Special weapons have powers that the wielder is able to command. Some examples of possible special weapons are detailed below.

Use the table below to determine the bonus of a magic weapon:

Roll d00	Weapon Bonus
01-50	+1 bonus
51-70	+1 bonus, extra vs special target type
71-90	+2 bonus
91-95	+2 bonus, extra vs special target type
96-98	+3 bonus
99	+ 3 bonus, extra vs special target type
00	Special Weapon

Sample Special Swords

Sword +1, flame tongue: This sword is +2 against regenerating or avian monsters and +3 against undead or plant-like monsters. When the wielder utters a command, the sword becomes engulfed in flame. The flames provide the same amount of light as a torch, and can be used to ignite anything flammable.

Sword +1, life drinker: This sword drains a hit die or a life level from any target struck if the wielder utters a command. This sword has 1d4+4 charges, and each use of this ability drains one charge. Once the charges have been used, the sword performs as a normal sword +1.

Sword +1, locate objects: The wielder may locate objects as the magic-user spell one time each day, to a range of 120'.

Sword +1, luck blade: This sword grants its possessor a +1 bonus on all saving throws. In addition, a luck blade will contain 1d4+1 wishes (as ring). When the last wish is used, the sword remains a sword +1 and still grants the +1 saving throw bonus.

Sword +2, charm person: In addition to functioning as a sword +1, this sword grants the wielder the ability to charm person, as the magic-user spell, 3 times in a week.

Sword +3, frost brand: The frost brand is a +6 sword against monsters that live in a hot environment or use a fire-based attack. The sword sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire in the same manner as wearing a ring of fire resistance. A frost brand extinguishes all non-magical fires in a 10' area when touched to a flame.

Sword +3, vorpal: The legendary vorpal sword is the sharpest weapon known to man. On a natural attack throw of 20, the wielder of a vorpal blade will decapitate any creature struck, unless it succeeds in a saving throw versus Death. Even if the target makes its saving throw, the vorpal blade will inflict double normal damage to it. (Creatures without a head, such as oozes, cannot be decapitated, but still take double damage on a natural attack throw of 20.)

Sample Special Other Weapons

War Hammer +2, Dwarven Thrower: In the hands of a creature other than a dwarf, this is an ordinary war hammer +2. Wielded by a dwarf, the war hammer gains an additional +1 bonus (for a total bonus of +3) and can be hurled with a 60' range. When hurled, it deals triple damage against giant humanoids, and double damage against any other target. It unerringly returns to the dwarf's hand after being thrown.

Arrow +3, Slaying Arrow: This arrow +3 is keyed to a particular type of creature. If it strikes such a creature, the target instantly dies, with no saving throw. Against any other target the arrow functions as an arrow +3. These arrows are often adorned with decorations that imply the creature they can slay. To determine the type of creature the arrow is keyed to, roll on the table below. The Judge may add to this list, or choose an appropriate creature type for the situation.

Roll 1d20	Type	Roll 1d20	Type
1	Avians*	11	Golems
2	Beastmen	12	Mages
3	Clerics	13	Mammals*
4	Dragons	14	Plant-like monsters
5	Dwarves	15	Regenerating monsters
6	Elementals	16	Reptiles*
7	Elves	17	Sea creatures*
8	Fighters	18	Thieves
9	Giants	19	Undead
10	Giant animals	20	Vermin*

*Including normal and giant creatures of this type, but not sentient creatures.

Sentient Weapons

Particularly powerful magical weapons are sometimes thinking and intelligent entities, known as sentient weapons. These weapons have motivations of their own, and may or may not be hostile to their wielder. The Judge plays the personalities of these items in the same manner as an NPC.

A sword has a percentage chance to be sentient equal to its highest magical bonus x 10. Other magic weapons have a percentage chance equal to their highest magical bonus. If the weapon is a life drinker, luck blade, vorpal blade, or dwarven thrower, the chance of intelligence is doubled.

EXAMPLE: The highest bonus of a sword +1, +2 versus spellcasters is 2, giving it a (2 x 10%) 20% chance to be sentient. The highest bonus of a dwarven thrower is 3, giving it a (3 x 1% x 2) 6% chance to be sentient. The highest bonus of a vorpal sword +3 is 3, giving it a (3 x 10% x 2) 60% chance to be sentient.

If a weapon is sentient, determine its Intelligence, Alignment, Ego, Willpower, and Powers using the rules below.

Intelligence and Languages

The first step to creating a sentient weapon is to roll for its Intelligence. The Intelligence ability score will determine how many additional powers the sword possesses. Consult the table below.

Roll 1d6	INT	Detection Powers	Spell-like Powers	Communication
1	7	1	0	Empathy
2	8	2	0	Empathy
3	9	3	0	Empathy
4	10	3	0	Speech
5	11	3	0	Speech, Read Languages
6	12	3	1	Speech, Read Languages

When a sword communicates through empathy, no actual words are exchanged between it and its wielder, but the wielder becomes intuitively aware of the powers the sword possesses and how these can be employed. A sword capable of speech actually produces an audible voice and speaks to those around it. Sentient weapons capable of read languages do so as the spell, but the ability is always active.

In addition to knowing the language of its maker, sentient weapons will understand an additional number of languages to be determined below.

Roll 1d20	Languages Known
01-10	1
11-14	2
15-17	3
18	4
19	5
20	Roll twice and combine, ignoring this result

Alignment

Every sentient weapon will have an alignment. This alignment is undetectable until the sword is touched. A character may only wield a sword that shares the same alignment, and if he attempts to handle a sword of a different alignment he will suffer damage each round. The severity of the damage is related to the degree of difference of alignment. For each degree of difference, the character will suffer 1d6 points of damage. For example, a dark sword will inflict 1d6 hp damage to a neutral character; it will inflict 2d6 hp damage to a light character. For this reason, a neutral sword will only ever inflict 1d6 points of damage. Roll on the chart below to determine a sentient weapon's alignment.

Roll d100	Sword Alignment
01-20	Dark
21-50	Neutral
51-00	Light

Alignment is an optional rule for characters, if it is not being used in the campaign, the above listed damage does not occur. A weapon's alignment does determine its personality so it will have conflicts with wielders who do not share its values.

Ego and Willpower

Sentient weapons have an Ego rating from 1-12 (roll 1d12). This rating represents the overall strength of character that the sword has. In addition, sentient weapons have a base willpower rating equal to the sum of its INT and EGO. A bonus of +1 is added to this rating for each spell-like power the sword possesses. Spell-like powers are discussed below.

A sentient weapon may mentally wrestle for dominance with its wielder, depending on the sword's personality and desires. Under certain situations, the Judge will need to make an influence check. This may be made in the following situations:

1. The wielder first touches the sword
2. The sword's motivation comes into play
3. A character of a differing alignment touches the sword
4. Another magical sword is found
5. A character has lost 50% of his hp

When an influence check is called for, the willpower of the sword and the willpower of the character are compared, and the highest score wins the test. A character's willpower is determined by summing his MIND and STR. The character can add an additional +1 to his Willpower for each level of experience beyond 8. The character subtracts 1d4 from this total if he is wounded but has more than or equal to 50% of his hp. If he has less than 50% of his hp, 2d4 is subtracted from willpower. The sword receives a bonus of 1d10 to its willpower if its alignment is not the same as the character's. A sentient sword receives an additional bonus of 2d6 to its willpower if its wielder is not a fighter.

If the character loses, then he loses control of his actions for an amount of time determined by the Judge. The sword will force the character to perform a task, such as disposing of or ignoring magic items if a second magical sword is found. Other actions include compelling the wielder into combat or surrender with a nearby foe, or making the character perform another action that serves the desires and goals of the sword. Usually, the duration of control will only be for several rounds until the task is completed.

Sentient Weapon Motivations

Sentient weapons have a 5% probability of having a particular motivation (roll 01-05 on d00). These motivations involve the destruction of particular races, monster types, or alignments. If a sword has a motivation, raise its INT and EGO each to 12. Roll on the table below to determine a sentient weapon's motivation. Alternatively, the Judge may choose an opponent type based on differing characteristics (all reptiles, beings of a certain religion, etc.)

Roll 1d10	Destroy Opponent Type...
1	Specific Character Class or Background
2	Beastmen
3	Constructs
4	Fantastic Creatures
5	Giant Humanoids
6	Humans & Demi-humans
7	Summoned Creatures
8	Oozes & Vermin
9	Undead
10	Opposed alignment (light if dark, dark if light, either if neutral)

When a sentient weapon is used to attack an opponent that fits its motivation, a special power is used against the opponent. These powers are determined by the alignment of the sword. A dark sword will energy drain an opponent of the appropriate type by one level per point of magical bonus. A light sword will strike an opponent of the appropriate type for one extra damage die per point of magical bonus. A neutral sword will grant the sword wielder a bonus to Armor Class and saving throws equals to its magical bonus when combating an appropriate opponent.

EXAMPLE: Blackguard is a dark +3 vorpal two-handed sword with a motivation to destroy light opponents. It energy drains 3 levels from any light opponent it strikes.

Powers

Sentient weapons can have two kinds of additional powers: detection powers and spell-like powers. The sword wielder must be holding the sword to activate and maintain any of its powers, and no more than one power can be active at once.

Detection powers allow the sword to detect any of a number of possible items or inclinations. All detection powers are identical to either wands or spells of the same type, and all the same rules apply. Each of a sword's detection powers may be used up to 3 times per day. Spell-like powers mimic spells or have

effects similar to those of spells. All spell-like powers may only be used 3 times total in one day. To determine powers, roll on the Detection Powers table and ignore identical results if required to roll more than once. The same holds true if required to roll on the Spell-like Powers table.

Detection Powers

Roll d100	Detect	Additional Details
01-10	Enemies	As the wand
11-20	Evil	As the spell
21-30	Good	As the spell
31-45	Magic	As the spell
46-60	Metals	As the wand
61-70	Invisible or hidden	As the spell
71-80	Secret doors	As the wand
81-90	Traps	As the spell
91-95	Roll two times	
96-100	Spell-like Power (1)	

Spell-like Powers

Roll d100	Power	Additional Details
01-10	Clairaudience	As clairvoyance, below, but audible instead of visual
11-20	Clairvoyance	As the spell
21-25	Double damage	See below*
26-35	ESP	As the spell
36-40	Fly	As the spell, for 9 turns
41-45	Regenerate	See below**
46-50	Levitate	As the spell, for 15 turns
51-57	Phant. Force	As the spell
58-67	Telekinesis	As a ring of telekinesis
68-77	Telepathy	As a helm of telepathy
78-86	Teleportation	As the spell
87-96	X-Ray Vision	As a ring of x-ray vision
97-99	Roll twice	
00	Roll three times	

*Damage is doubled for 1d10 rounds. This table result can be combined if rolled more than once. If rolled twice, damage is x4, if rolled three times, damage is x6. This effect does not influence the attack throw.

**The sword will regenerate the wielder's hit points at rate of 1 hp per round while held, to a maximum of 15 hit points. This table result can be combined if rolled more than once. If rolled twice, up to 30 hp may be healed, if rolled three times, up to 45 hp may be healed. Note that the rate of healing does not change.



NOTES ON "OLD SCHOOL" PLAY

While *Microlite75* is designed using tried and true "D20" systems filtered through the *Microlite20* rules, it is 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 *Microlite75* -- 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 *Microlite75*. 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. *Microlite75* 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 treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, 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 *Microlite75* 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. Microlite75 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 Microlite75, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

Styles of "Old School" Play

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

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

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

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

Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme

forms of this style. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investments made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" 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 Microlite75 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 there 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 Microlite75 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 of the 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 (Ftr 4th lvl, +1 sword) Mongar's wife, Rose is a 3rd lvl Cleric of Odin." 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 Microlite75 on the Microlite20 web site: <http://microlite20.net/>

RETROROLEPLAYING WEB SITE

The author of Microlite75 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 Microlite75 in the Microlite75 board on the Retroroleplaying forum.

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Notes



Microlite75 Extended

The *Microlite75 Extended* rules are based on the 1974 original edition of the world's most popular tabletop fantasy roleplaying game plus the supplements and other early material. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite75 Extended* is based on the third edition of the original *Microlite74* rules, modified to use advancement and experience systems closer to those of the original game and including many of the author's house rules from the era and a large selection of optional rules.

Although the *Microlite75 Extended* rules are complete, they assume that the GM understands the basic concepts of D20-based roleplaying games. Information for both the GM and the players on the various "old school" styles of play is provided. *Microlite75* games can easily use adventures and material from early editions of the world's most popular tabletop fantasy roleplaying game or modern clones. *Microlite75 Extended* includes:

- Simple Character Creation Rules: Roll 4 attributes and select a race, class, background, and alignment.
- Standard Classes: Cleric, Druid, Fighter, Illusionist, Magic-User, Paladin, Ranger, Thief.
- Optional Classes: Assassin, Barbarian, Bard, Monk, Mystic, Sorcerer, Warlord.
- Backgrounds provide a simple and fast way to factor in a character's culture and non-class-related abilities.
- Allegiances instead of (or in addition to) alignment.
- Simple and fast-playing combat system that tracks physical damage (aka body points) separately from luck/skill/fatigue (aka hit point) damage.
- Hit points recover with a night's rest. Spells cost hit points to cast. Actual wounds recover more slowly.
- Rules for hirelings; monster reactions (not every monster wants to fight); morale (not every monster fights to the death); dungeon, wilderness and ocean exploration; and more.
- Optional Rules: Advantages and Disadvantages, Armor for Everyone, Weapon Mastery, Psionics, Sanity, Action Points, Traditional Systems, and many more.
- A complete list of spells, monsters, and treasure.
- Compatible with most other 0e based games and adventures.

Other versions of the core *Microlite75* rules include *Microlite75 Basic* and *Microlite75 Standard*.

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