

Microlite81 Extended

OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns
with Old School (B/X) Flair

Version 1.0



Special Thanks to Our Sponsors

The author would like to thank the following individuals who sponsored the production of *Microlite81* by making donations to the RetroRoleplaying Cancer Fund to help pay the huge cancer bills treating my wife's Stage 3 Oral Cancer without insurance ran up.

Copper Donors: August Beirmont, Alistair Caunt, Stacey Conover, Silas Crowe, Dennis Davis, Chris Harvey, Tom Hayes, Michael Julius, Oliver Korpilla, J.E. Leems, Tom Lewis, John Lockard, Juan Lopez, Chad Nal, Joseph Nelson, Brennan O'Brien, Bertel Robbins, Ed Roberts, Brett Slocum, Harold Smith, Scott Sutherland, George Taylor, Lisann Towwer, Don Turner, Harald Wagener, Steven Wales

Silver Donors: Chris Brandon, Timothy Brannan, Marion Hill, Oliver Korpilla, John Lee, Olivier Lefebvre, Allan MacKenzie, Lloyd Rasmussen, John Seabury

Gold Donors: Penelope Anders, Brian Isikoff, Helen Perez, Nelson Singer

Electrum Donors: Robert Gibson, Ralph Williams

Platinum Donors: Bill Morrison

And twenty-eight additional donors who wish to remain anonymous.

You can still add your name to the list of Microlite81 Sponsors: You can add your name to this list in the upcoming *Microlite81 Complete* and *Microlite81 Advanced* (and in the Gold Editions of *Microlite81* and *Microlite81 Expanded*) with a donation of \$25 or more to the [RetroRoleplaying Cancer Fund](http://www.retroroleplaying.com/node/153) via this Paypal link:

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

Special Thanks to Rachel Ghoul

for permission to adapt her B/X Dragonborn, Tiefling, and Warforged classes to Microlite81.

Microlite81 Extended

Version 1.0 Silver (March 23, 2014)

Copyright © 2014 Randall S Stukey

Special Thanks to the Sunday Game Crew for Playtesting
and to RetroRoleplaying blog readers and Google+ members for Proofreading.

All art is in the public domain.

Microlite81 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 *Microlite81* games, however, is to recreate the style and feel of those two boxed sets ("B/X") published back in 1981.

The *Microlite81 Extended* rules are based on the two boxed sets (Basic and Expert) published in 1981, often referred to as B/X plus some of the author's house rules from the era. The rules are not intended to be a clone of the B/X rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite81* is based on the third edition of the original *Microlite74* rules.

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

Characters

Stats

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

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

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

Standard Classes

The Fighter, Magic-User, Cleric and Thief classes are available to humans. Non-humans (elves, dwarves, and halflings) each have their own class. Characters normally begin at Level 1 (unless directed otherwise by the GM). Humans may reach a maximum level of 14, Dwarves may reach a maximum of level 12, Elves a maximum of level 10, and Halflings a maximum of level 8. Abbreviations: PCB – Physical Combat Bonus; MCB – Magical Combat Bonus; FB – Fighter Bonus; Mem – Memory Slots; XP – Minimum Experience Points Required (to reach level).

Dwarves are fierce warriors. Prime Requisite: STR. Requirements: none.

Weapons and Armor: Dwarves may use any kind of armor or weapon and may use shields. Due to their height, they cannot wield large weapons over 4 feet in length (except axes and hammers), specifically two-handed swords, pole arms, and longbows.

Class Abilities: +4 to magic saves; note slanting passages, traps, shifting/false walls and new/hidden construction in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

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

Stronghold: When a dwarf reaches level 9, he has the option of creating an underground stronghold that will attract dwarves from far and wide. Dwarves usually live in clans, so dwarves of the character's clan will be attracted to live under his roof, but dwarves from other clans will also come and live nearby to be ruled by the character. A dwarf ruler is able to hire dwarven soldiers or mercenaries, but may only hire members of other races for other tasks, such as human alchemists or elves for spell casting.

Experience Base: 2200/120000.

Dwarf 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	2200
3	3d8	+1/+0	+1	0	12	4400
4	4d8	+2/+1	+1	0	11	8800
5	5d8	+3/+1	+2	0	10	17600
6	6d8	+4/+1	+2	0	9	35200
7	7d8	+5/+1	+2	0	8	70000
8	8d8	+5/+2	+2	0	7	140000
9	9d8	+6/+2	+3	0	7	260000
10	9d8+3	+7/+2	+3	0	6	380000
11	9d8+6	+7/+3	+3	0	6	500000
12	9d8+9	+8/+3	+3	0	5	620000

Elves are warrior mages. Prime Requisite: MIND. Requirements: none.

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

Class Abilities: +2 to hit and damage goblinoid monsters; speak languages of elves, orcs, hobgoblins, and gnolls. Elves can cast arcane spells – either magic-user or illusionist spells as selected when the character is created.

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

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

Stronghold: Elves can establish a stronghold in a natural setting, such as a forest or glen, when they reach the 9th level. Rather than impose upon nature, this keep must blend seamlessly with it. Because of the elven connection to nature, within 5 miles of the stronghold all ordinary animals will be kind and helpful to elves. This helpfulness includes the ability to warn of dangers and pass information, or even messages to others nearby. However, in exchange, an elven ruler must always defend the animals within this territory. Elven rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of elven stock may be hired.

Experience Base: 4000/200000.

Elf Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	1	17	0
2	2d6	+0/+0	+1	2	16	4000
3	3d6	+1/+1	+1	3	15	8000
4	4d6	+2/+2	+1	4	14	16000
5	5d6	+3/+3	+2	5	13	32000
6	6d6	+4/+4	+2	6	12	64000
7	7d6	+5/+5	+2	7	10	130000
8	8d6	+5/+5	+2	8	9	280000
9	9d6	+6/+6	+2	9	8	480000
10	9d6+2	+7/+7	+3	10	7	680000

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. Requirements: none.

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

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.

Experience Base: 2000/120000.

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	65000
8	8d8	+5/+2	+3	0	7	130000
9	9d8	+6/+2	+3	0	7	250000
10	9d8+2	+7/+2	+4	0	6	370000
11	9d8+4	+7/+3	+4	0	6	490000
12	9d8+6	+8/+3	+4	0	5	610000
13	9d8+8	+8/+4	+5	0	5	730000
14	9d8+10	+8/+5	+5	0	4	850000

Halflings are a humanoid race about half the height of a human. They make excellent warrior-scouts. Prime Requisite: DEX. Requirements: none.

Weapons and Armor: Halflings who can wear light or medium armor, use shields, and use any light or medium weapon. Due to their stature, they must wield medium weapons with two hands and they cannot use a long bow.

Class Abilities: +4 to magic saves; +2 to hit and damage with slings and light bows; 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). They can move silently outdoors.

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

Stronghold: When a halfling reaches level 8, he can build a stronghold. These strongholds will be in serene, beautiful valleys and halflings will come from great distances to settle there. The character becomes the sheriff of the people (their leader) and must rule them wisely and well.

Experience Base: 1800/-.

Halfling Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	0	15	0
2	2d6	+0/+0	+1	0	14	1800
3	3d6	+1/+0	+1	0	13	3600
4	4d6	+2/+1	+2	0	12	7200
5	5d6	+3/+1	+2	0	11	14400
6	6d6	+4/+1	+2	0	10	28800
7	7d6	+5/+1	+3	0	8	60000
8	8d6	+5/+2	+3	0	6	120000

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. 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.

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.

Experience Base: 2500/150000.

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	7	310000
10	9d4+1	+2/+7	+0	10	6	460000
11	9d4+2	+3/+7	+0	12	6	610000
12	9d4+3	+3/+8	+0	14	5	760000
13	9d4+4	+4/+8	+0	17	5	910000
14	9d4+5	+5/+8	+0	20	5	1060000

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.

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 with a successful Magic Attack. DC is 10 + twice the Hit Dice of the undead. One undead flees per point over the roll needed. This can 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.

Experience Base: 1500/100000.

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	50000
8	8d6	+2/+2	+0	7	8	100000
9	9d6	+3/+3	+0	8	7	200000
10	9d6+1	+3/+3	+0	9	7	300000
11	9d6+2	+4/+4	+0	10	6	400000
12	9d6+3	+5/+5	+0	12	6	500000
13	9d6+4	+6/+6	+0	14	5	600000
14	9d6+5	+6/+6	+0	16	5	700000

Thieves are sneaks and trouble-shooters who specialize at infiltration and obtaining items from others through nefarious means. Prime Requisite: DEX. 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.

Experience Base: 1250/100000.

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/+2	+0	0	10	20000
7	7d4	+2/+2	+0	0	9	40000
8	8d4	+2/+2	+0	0	8	80000
9	9d4	+3/+3	+0	0	8	180000
10	9d4+1	+3/+3	+0	0	7	280000
11	9d4+2	+4/+4	+0	0	7	380000
12	9d4+3	+5/+5	+0	0	6	480000
13	9d4+4	+6/+6	+0	0	6	580000
14	9d4+5	+6/+6	+0	0	5	680000

Optional Human Classes

The following classes are not suitable for all campaigns but may be used if the GM allows. Unless otherwise noted, these classes are only available to humans.

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: none.

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.

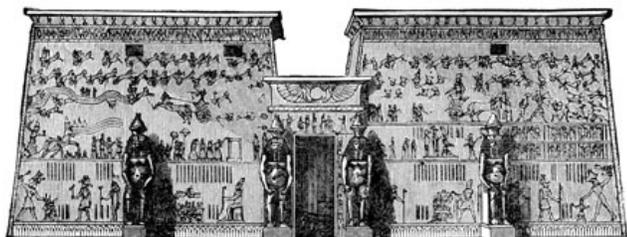
Backstab: If an assassin successfully sneaks up on a foe, they can Backstab which adds +4 to the attack roll and does more damage if successful (Levels 1-4, x2 damage; Levels 5-8, x3 damage; Levels 9-12, x4 damage; Level 13+, x5 damage). An assassin wearing medium or heavy armor cannot backstab,

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.

Experience Base: 1700/120000.

Assassin Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	0	16	0
2	2d6	+0/+0	+1	0	14	1700
3	3d6	+1/+0	+1	0	13	3400
4	4d6	+2/+1	+1	0	12	6800
5	5d6	+2/+1	+2	0	11	13600
6	6d6	+3/+1	+2	0	10	27200
7	7d6	+3/+1	+2	0	9	55000
8	8d6	+4/+2	+2	0	8	110000
9	9d6	+4/+2	+3	0	7	230000
10	9d6+2	+5/+2	+3	0	7	350000
11	9d6+4	+5/+3	+3	0	6	470000
12	9d6+6	+6/+3	+3	0	6	590000
13	9d6+8	+6/+4	+4	0	5	710000
14	9d6+10	+7/+5	+4	0	5	830000



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. They have a limited selection of weapons 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.

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 establishes his hall, 1d4+1x10 mercenaries and 1d6 barbarians of 1st-3rd level seeking plunder and rapine will join his service. If hired, they must be paid standard rates for mercenaries. Barbarians' halls are otherwise identical to fighters' castles.

Experience Base: 2600/120000.

Barbarian 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	2600
3	3d8	+1/+0	+1	0	12	5200
4	4d8	+2/+1	+2	0	11	10400
5	5d8	+3/+1	+2	0	10	20800
6	6d8	+4/+1	+2	0	9	41600
7	7d8	+5/+1	+3	0	8	85000
8	8d8	+5/+2	+3	0	7	170000
9	9d8	+6/+2	+3	0	7	290000
10	9d8+2	+7/+2	+4	0	6	410000
11	9d8+4	+7/+3	+4	0	6	530000
12	9d8+6	+8/+3	+4	0	5	650000
13	9d8+8	+8/+4	+5	0	5	770000
14	9d8+10	+8/+5	+5	0	4	890000

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.

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.

Experience Base: 1400/120000.

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	1400
3	3d4	+0/+0	+0	0	13	2800
4	4d4	+1/+1	+0	0	12	5600
5	5d4	+1/+1	+0	0	11	11200
6	6d4	+2/+2	+0	0	10	22400
7	7d4	+2/+2	+0	0	9	45000
8	8d4	+2/+2	+0	0	8	90000
9	9d4	+3/+3	+0	0	8	210000
10	9d4+2	+3/+3	+0	0	7	320000
11	9d4+4	+4/+4	+0	0	7	440000
12	9d4+6	+5/+5	+0	0	6	560000
13	9d4+8	+6/+6	+0	0	6	680000
14	9d4+10	+6/+6	+0	0	5	900000

Druids have pledged their lives to serve a Nature (and its deity the Earth Mother). Prime Requisite: CHR. Requirements: none.

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.

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.

Experience Base: 2000/120000.

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	65000
8	8d6	+2/+2	+0	7	8	130000
9	9d6	+3/+3	+0	8	7	250000
10	9d6+1	+3/+3	+0	9	7	370000
11	9d6+2	+4/+4	+0	10	6	490000
12	9d6+3	+5/+5	+0	12	6	610000
13	9d6+4	+6/+6	+0	14	5	730000
14	9d6+5	+6/+6	+0	16	5	850000

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: none. 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 and have the Arcane Blast, Arcane Dueling, and Minor Magic special abilities.

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.

Experience Base: 2500/150000.

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	7	310000
10	9d4+1	+2/+7	+0	10	6	460000
11	9d4+2	+3/+7	+0	12	6	610000
12	9d4+3	+3/+8	+0	14	5	760000
13	9d4+4	+4/+8	+0	17	5	910000
14	9d4+5	+5/+8	+0	20	5	1060000

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: alignment must be Law.

Weapons and Armor: Paladins may any type of armor and may use shields. They may use all medium and heavy 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).

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.

Alignment: All paladins must be of Lawful alignment. A paladin who changes to Neutral or Chaotic alignment loses his class abilities and powers. 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.

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.

Experience Base: 1850/120000.

Paladin Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	0	14	0
2	2d6	+0/+0	+1	0	13	1850
3	3d6	+1/+0	+1	0	12	3700
4	4d6	+2/+1	+1	0	11	7400
5	5d6	+2/+1	+2	0	10	14800
6	6d6	+3/+1	+2	0	9	29600
7	7d6	+3/+1	+2	0	8	60000
8	8d6	+4/+2	+2	0	7	120000
9	9d6	+4/+2	+3	0	7	240000
10	9d6+2	+5/+2	+3	0	6	360000
11	9d6+4	+5/+3	+3	0	6	480000
12	9d6+6	+6/+3	+3	0	5	600000
13	9d6+8	+6/+4	+4	0	5	720000
14	9d6+10	+7/+5	+4	0	4	840000

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: none.

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.

Wilderness Prowess: At 5th level, a ranger 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 ranger in the wilderness.

Stronghold: At level 9, a ranger 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.

Experience Base: 2000/120000.

Ranger Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	0	14	0
2	2d6	+0/+0	+1	0	13	2000
3	3d6	+1/+0	+1	0	12	4000
4	4d6	+2/+1	+1	0	11	8000
5	5d6	+2/+1	+1	0	10	16000
6	6d6	+3/+1	+1	0	9	32000
7	7d6	+3/+1	+2	0	8	65000
8	8d6	+4/+2	+2	0	7	130000
9	9d6	+4/+2	+2	0	7	250000
10	9d6+2	+5/+2	+2	0	6	370000
11	9d6+4	+5/+3	+2	0	6	490000
12	9d6+6	+6/+3	+3	0	5	610000
13	9d6+8	+6/+4	+3	0	5	730000
14	9d6+10	+7/+5	+3	0	4	850000

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.

Experience Base: 2200/120000.

Warlord Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	0	14	0
2	2d6	+0/+0	+1	0	13	2200
3	3d6	+1/+0	+1	0	12	4400
4	4d6	+2/+1	+1	0	11	8800
5	5d6	+2/+1	+2	0	10	17600
6	6d6	+3/+1	+2	0	9	35200
7	7d6	+3/+1	+2	0	8	70000
8	8d6	+4/+2	+2	0	8	140000
9	9d6	+4/+2	+3	0	7	260000
10	9d6+2	+5/+2	+3	0	7	380000
11	9d6+4	+5/+3	+3	0	6	500000
12	9d6+6	+6/+3	+3	0	6	620000
13	9d6+8	+6/+4	+4	0	5	740000
14	9d6+10	+7/+5	+4	0	5	860000



Optional Non-Human Classes

The following classes are not suitable for all campaigns but may be used if the GM allows. These classes represent non-human races.

Dragonborn are scaly, quasi-reptilian humanoids that claim descent from dragons-- a claim corroborated by the fact that they are found in the same colors (though usually more muted, earthy shades) as the various known species of dragon, and by the fact that many of them share a breath weapon with the dragons they closely resemble. Dragonborn tend to be about six feet tall and weigh over 200 lbs. Dragonborn are often very proud, serious and humorless, but exude a predatory confidence. Prime Requisite: STR. Requirements: none.

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

Class Abilities: Dragonborn are covered in thick but flexible scales that give them a -2(+2) bonus to their AC. Dragonborn speak the languages of dragons, kobolds, orcs, and goblins.

Breath Weapon: All dragonborn have a breath weapon similar to that of a dragon which deals 1d6 points of damage per point of Fighter Bonus, to a maximum of 4d6 damage, along either a cone 40 feet long and 20 feet wide at its far end (if fire or cold), a 20-foot diameter cloud (if toxic gas), or a 60-foot line (if lightning or acid). A successful saving throw against Dragon Breath reduces the damage by half. The type of is determined by the dragonborn's color (just as for dragons). A dragonborn's color can be determined randomly by the GM or selected by the player (subject to GM approval). Using his breath weapon costs a dragonborn 5 HP for the first use in an hour, additional uses within an hour cost 10 HP each. A dragonborn may use his breath weapon a maximum number of times a day equal to his Fighter Bonus. A dragonborn gains a +2 bonus to any saving throws against damage of the same type as their breath weapon.

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

Stronghold: Dragonborn can establish a stronghold in a natural setting, suitable to a dragon of their color, when they reach the 9th level. Dragonborn rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of dragonborn stock may be hired.

Experience Base: 2500/150000.

Dragonborn 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	2500
3	3d8	+1/+0	+1	0	12	5000
4	4d8	+2/+1	+2	0	11	10000
5	5d8	+3/+1	+2	0	10	20000
6	6d8	+4/+1	+2	0	9	40000
7	7d8	+5/+1	+3	0	8	80000
8	8d8	+5/+2	+3	0	7	160000
9	9d8	+6/+2	+3	0	7	310000
10	9d8+2	+7/+2	+4	0	6	460000
11	9d8+4	+7/+3	+4	0	6	610000

Tieflings are the descendants of nobles of a decadent human empire that entered into a series of alliances (both military and marital) with the forces of Chaos. They resemble devilish humanoids with an aristocratic bearing, and often have reddish, grey, or stark white skin, horns, and tails. Some have cloven hooves for feet. Tieflings tend to be about the same height (not counting their horns) and weight as humans. Prime Requisite: STR and MIND. Requirements: MIND must be 9 or higher.

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

Class Abilities: Tieflings can see 60 feet in the dark and are immune to the effects of fear. Tieflings can cast arcane (magic user) spells as a magic-user, but cannot learn spells higher than 4th level. Tieflings may hide in shadows, move silently, and backstab as a thief of the same level provided they are not wearing medium or heavy armor. Inherently Chaotic monsters remember the old pacts made between them and the first tieflings and so apply a +2 bonus to their reaction rolls and a -2 penalty to saving throws against any *Charm* spells the tiefling uses against them.

Magical Research: At 7th level, a tiefling is able to research spells, scribe scrolls, and brew potions. When a tiefling reaches the 10th level, he is able to create spells and magic items.

Stronghold: When a tiefling reaches level 9, he can build a stronghold. These strongholds will be in remote areas and tieflings will come from great distances to settle there. These settlers will look to the character as their leader.

Experience Base: 4000/200000.

Tiefling Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	1	17	0
2	2d6	+0/+0	+1	2	16	4000
3	3d6	+1/+1	+1	3	15	8000
4	4d6	+2/+2	+1	4	14	16000
5	5d6	+3/+3	+2	5	13	32000
6	6d6	+4/+4	+2	6	12	64000
7	7d6	+5/+5	+2	7	10	130000
8	8d6	+5/+5	+2	8	9	280000
9	9d6	+6/+6	+2	9	8	480000
10	9d6+2	+7/+7	+3	10	7	680000

Warforged are artificially-constructed beings made of a wooden, leather, and metal frame covered in armor-like steel plates, brought to life by means of magical and alchemical processes. They were created for a war that has since been consigned to history, and in the intervening years the secret of their creation has been lost. Despite their artificial appearances, warforged are self-aware and are often surprisingly "human" in their outlook. With the war they were built to fight gone, many turn to adventuring in hopes of finding a new purpose in life.

Apart from the color of their eyes and a serial rune on the crown of their heads, all warforged look essentially alike to human eyes, though some paint identifying markings upon themselves. A warforged stands six feet tall and weighs 275 pounds. Although their bulky, somewhat angular appearance suggests masculinity to human eyes, most warforged are not strongly concerned with gender (though they have no problem going along with whatever gender others are comfortable assigning them). Prime Requisite: STR. Requirements: none.

Weapons and Armor: Warforged may use any kind of armor or weapon and may use shields. As they are already covered in armor-like plates of metal, any armor they wear must be specially-fitted and costs twice as much.

Class Abilities: Warforged are covered in sturdy metal plating that grants them a -2(+2) bonus to their armor class. Although they have souls and are alive, warforged are immune to the effects of disease and poison, and have no need to eat, drink, sleep, or breathe (however poison gas such as the breath weapons of green dragons is still dangerous to them because it is corrosive to their organic components). Warforged have minds and souls and can therefore be *charmed*, *held*, or raised from the dead. While

warforged do not need to sleep, they must mediate to recover hit points.

Restrictions: Due of their wooden-and-metal construction, magical effects involving metal or wood affect them. For example, a rust monster may use their feelers to consume a warforged's plating and other metal components, dealing 2d6 damage per round and negating their armor bonus. Warforged always count as holding a metal object for purposes of *Heat Metal spells*, *Turn Wood* repels them on a failed save, and *Metal to Wood* reduces their AC bonus by 1.

Healing: Warforged do not heal body points on their own and receive only half the normal effect of healing magic, but they can be repaired by any skilled armorer with access to a forge with one hour of work per point of damage suffered.

Stronghold: When a warforged reaches level 9, he has the option of creating a stronghold that will attract warforged from far and wide. Warforged rulers can hire members of other races in the capacity of retainers or specialists, but only warforged soldiers may be hired.

Experience Base: 2200/120000.

Warforged 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	2200
3	3d8	+1/+0	+1	0	12	4400
4	4d8	+2/+1	+1	0	11	8800
5	5d8	+3/+1	+2	0	10	17600
6	6d8	+4/+1	+2	0	9	35200
7	7d8	+5/+1	+2	0	8	70000
8	8d8	+5/+2	+2	0	7	140000
9	9d8	+6/+2	+3	0	7	260000
10	9d8+3	+7/+2	+3	0	6	380000

Other Character Information

The following other information is available:

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 Strength bonus to each die rolled. The minimum roll (after adding the Strength stat bonus) is 1. After level nine, a few hit points (1, 2, or v3 are added at each level. Strength stat bonuses are not added for levels greater than 9.

For example, a first level fighter has a Strength of 15 for a STR 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.

Determining Experience Points Required to Advance: The XP column of each class table lists the minimum XP a character needs to reach a given level in a class for standard characters. This table will need to be recalculated from the Experience Base numbers of the class if any optional rules that modify the experience base are used for a character.

Experience Base: Two numbers are listed for each class, for example, the Fighter's Experience Base is 2000/12000. The first number (2000 in the example) is the Low Level Base and the second number (120000 in the example) is the High Level Adder. Optional rules may have Experience Base modifiers. Again these are listed with two numbers (example: +100/+2500), if a character possesses the optional ability, the first number (+100 in the example) is added to the Low Level Base for the character's class and the second number is added to the High Level Adder for the character's class. If a Fighter had the one optional ability from this example, his final Experience Base would be: 2100/122500.

Calculating Experience Points per Level: To calculate a character's custom XP advancement schedule, start with the Low Level Base number from the character's final Experience Base (including his class base plus all modifiers from optional rules). That is the experience point total required to advance to 2nd level. The experience required to advance doubles each level thereafter until 8th level reached. Exception: Round the experience point requirement for 7th level to the nearest 5000.

After 8th level, the amount of experience points required to advance no longer doubles. Instead of doubling, it increases by a flat amount each level: the High Level Adder from the character's final Experience Base.

The standard XP advancement charts listed for each class were calculated by this method and should serve as examples of this calculation.

Class Special Abilities

Some classes have special abilities which cannot easily be explained in a sentence. These named special abilities are described in this section.

Fighting Classes Special Abilities: All Fighters, Dwarves, Elves, Halflings, and Warforged (referred to collectively as "fighters" in the special ability descriptions in this section) have the following special ability:

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.

Fighters, Dwarves, Elves, Halflings, and Warforged may select one special ability from the following list at levels 3, 6, 9, 12, and 14. Each 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.

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).

Weapon Focus - A fighter with this ability adds +2 to their Fighter Bonus with one class of weapon: Swords and daggers; spears and pole arms (including the staff); flails, hammers, and maces; bows and crossbows; axes; or slings and thrown weapons

Elf/Illusionist/Magic-User/Tiefling Special Abilities: All class with the ability to learn and cast arcane spells have the following special abilities. All require the use of a special wand hand-made by the caster. Note that references to "magic-users" in this section

actually refer to magic-users as well as illusionists, elves, and tieflings.

Create Handmade Wand - A Magic-User knows how to create the handmade wand required for Magic-User special abilities. The wand must be made by the Magic-User using it to function. Creating the wand requires a knife, a living tree to cut the wand from, and 12 minus the Magic-User's level hours (minimum of 1 hour) of uninterrupted time.

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.

Arcane Dueling - By forgoing their action on their turn, a magic-user can engage another magic-user in an Arcane Duel.

On each of their turns, both combatants roll a d20 and add their Magic Attack bonus - whoever scores higher wins that round. Each round costs the combatants 1HP, and each round they succeed, they do damage equal to their Magic Attack bonus (minimum 1HP) to their opponent. A draw roll means both opponents take 2HP damage. An opponent can leave a duel at any time, but takes the opponent's Magic Bonus as damage (as though they had scored a successful hit).

Both players and GMs should make their descriptions vivid and entertaining - but appropriate to the level of the combatants. A 1st-level mage and a Kobold Shaman will be throwing sparks and stings at each other, while 10th-level mages will have battles that look more like Rush album covers.

Minor Magic - Magic-Users can cast minor "everyday/non-combat" magic at will. Basically, any everyday thing someone could do mundanely, a magic-user or illusionist 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 magic-user's the entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-users coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

Cleric Special Abilities: Clerical special abilities vary by the type of deity the character serves. The following are examples special abilities for common types of deities. If a campaign features other types of deities, The GM may need to create special abilities for these deities their specific campaign setting.

Priests of Storm/Thunder Gods: (Example deities: Thor or Zeus) Clerics of storm/thunder deities can use javelins. In place of the Turn Undead ability, clerics of storm have the ability to throw a bolt of lightning that can strike up to four creatures in a straight line from you within 30 feet, for 1d8 + level lightning damage. Use of this ability requires a ranged attack roll vs AC and costs 3 Hit Points

Priests of War Gods: (Example deities: Ares or Tyr) Clerics of war deities can wield non-magical swords. In place of the Turn Undead ability, clerics of war gods gain the Tactical Expertise ability:

Tactical Expertise – A cleric with this special ability gains a number of Tactics Points per day equal to his level plus one for every point of charisma above 13. These points are spent directly before the attack roll of anyone in the cleric's party, giving a +1 per point spent. Tactics Points can also be spent before any enemy's attack roll, giving a -1 per point spent.

Priests of Knowledge/Magic Gods: (Example deities: Hecate or Thoth) Clerics of Knowledge/Magic deities are somewhat less adept in combat than normal clerics, having only the same knowledge of weapons and armor as a magic-user. In place of the Turn Undead ability, clerics of knowledge/magic deities gain the Careful Study and a limited ability to use arcane magic: 1) the GM will add adding one spell suitable to the deity from the magic-user spell list that is not also on the cleric spell list for each spell level. 2) the cleric may attempt to cast an arcane spell from any scroll successfully on a roll of 1d20 + MIND bonus + Magical Combat Bonus versus a DC of 10 + (2 x spell level, rounded up). The spell fades from the scroll whether the attempt is a success or failure.

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

Priests of Craftsman Gods: (Example deities: Hephaestus or many gods of the dwarves) are expert at any crafts (such as smithing or masonry or sculpture) that their god represents. Instead of the Turn Undead ability, you gain the ability to repair any broken small object and can detect and identify magic items (with a MIND check, DC 16 if you just examine the item, DC 12 if you have the opportunity to closely observe the other properties of the item or see it used). If the campaign is using Weird Science, you are probably well-enough trained with machinery that a device is only DC10 for you to figure out how to operate.

Repair: Repairs a broken or torn small object at a cost of 2 HP. It does not restore magic. The cleric must know what the item is to repair it.

Priests of Nature Gods (Example deities: Pan, Flora): The GM will add one spell of each level from the Druid Spell list (that is not on the Cleric spell list) that is appropriate for the specific deity to list of spells available to the cleric. Note: Followers of deities considered "Earth Mothers" should be druids if the optional Druid class is used.

Priests of Trickster Gods (Example deities: Loki, Hermes, Coyote, or Anansi) can use daggers and are experts at riddles. In place of the Turn Undead ability, you add a number of illusionist spells equal to the higher of your MIND or CHA bonus (but always at least 1) to your own at each spell level. Priests of Trickster Gods, also have the Minor Divination ability (so they can learn secrets that will better enable them to prepare a clever prank or con).

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).

Priests of death gods (Example deities: Anubis, Hades) have learned to ceremonially use sickles, but usually only favor light armor at the most. The effectiveness of a successful Turn Undead is doubled.

Priests of Eldritch Horror Gods: (Example deities: Cthulhu, Nyarlathotep) Clerics are trained in daggers for the sake of sacrifice, and often do not wear armor. In place of the Turn Undead ability, they gain the Whispered Secret ability and the ability to use arcane magic scrolls as a thief.

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

Note: Clerics who lose the Turn Undead special ability may have a Turn Undead spell (Level 1) that functions like the ability if the GM considers it appropriate to the deity if undead are a major part of the campaign world.

Background

Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

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

The word "word" should be taken loosely. For example, the name of a culture/location should be considered "one word" even if it is "Holy Panamon Imperium". "Blue Knight of the Holy Panamon Imperium" could count as "two words" if such clearly describes a single background in the campaign world.

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.

Virtues and Vices (Optional): As in real life, each character has virtues (admirable character traits) and vices (not so admirable character traits). Players select six traits from the lists below before play starts. Neutral characters must select three from each list. Lawful characters must select at least one (but no more than two) vices. Chaotic characters must select at least one (but no more than two) virtues. Players can select virtues and vices not on the list with GM approval.

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 skills in Microlite81. 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.

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.

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.

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 (including Elves, Illusionists, and Tieflings) starts with Read Magic and 1d2 additional first levels spells in his spell book (which must be approved by the GM) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Clerics 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).

A magic-using character can memorize up to his memory limit ("Mem" on the appropriate Level Advancement Table) in spells at one time. A Magic-User (including Elves, Illusionists, and Tieflings) requires his spell book and one hour of time to change the spells he has memorized. Clerics and druids simply need one hour of quiet meditation to change their spell selection.

Casting Cost: Direct casting a spell of any kind costs Hit Points as shown on the following table:

Spell Level	1	2	3	4	5	6
HP Cost	2	3	5	7	8	10

Although there are ways to reduce the cost of casting spells, the casting cost cannot be reduced below 1 Hit Point.

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.

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. Characters casting spells in combat must remain stationary.

Ritual Magic: A spell-caster can perform ritual magic to cast spells of any level available to his class (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: Hit Points are an abstract measure of the amount of damage a character can suffer before falling unconscious and taking severe injuries. 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 an Adventurer has suffered gives a -1 to all attack, success, saving, and similar rolls (also to strike speed).

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

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

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

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

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

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

Combat

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

Initiative: Each side rolls a d6 (reroll ties). High roll wins initiative. The combat order is: 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. This ends a combat round. If the combat continues, roll initiative again and repeat.

Fighting Classes: A Fighting Class is a character class with a positive, non-zero Fighter Bonus. Examples: Dwarf, Elf, Fighter, Halfling. These classes may add their Fighter Bonus to their attack and damage rolls (both melee and missile).

Combat Stance: Any character able to act may select a combat stance. Any character who does not announce their combat stance when declaring their actions for the round is assumed to select the "Standard" Combat Stance. Combat Stances (and their effects) are *Full Defense* (Attack: no attack possible; AC: +2 bonus, +4 bonus with shield, +6 bonus with large shield), *Active Defense* (Attack: -2 penalty; AC: +1 bonus, +2 with shield), *Standard* (Attack: Normal; AC: Normal), *Active Attack* (Attack: +1 bonus; AC: -1 penalty), and *Full Attack* (Attack: +2 bonus; AC: -2 penalty). Spell casters casting a spell cannot select the Full Defense or Active Defense Stance.

Actions: Combat is very abstract. Each combat round lasts 10 seconds and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. Drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Attack Rolls: Add attack bonus to d20 roll. A natural roll of 1 always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage.

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.

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 Fighter 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.

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

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

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

Special Combat Situations:

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the 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 zipped when he should've zagged. The GM may modify the roll by +2 or -2 (or more) to reflect the terrain and cover of the area.

Aid Another: A character who can make a melee attack on an opponent engaging an ally in melee combat can help that character attack or defend by distracting or interfering with an opponent. Make an attack roll against AC 10. If successful, the ally gains either a +2 (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.

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

Knockout Blow: A character can attempt an armed melee attack against an adjacent creature to stun them. On a successful hit the target is stunned one minute for every point the attacker rolled higher than their defense. 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 as normal, if the attack roll is a hit, the player rolls 1d6. If he rolls his Fighter Bonus or less on the D6, the combat trick works. If the combat trick roll fails, the character still hits for normal damage.

Characters with a Fighter Bonus of zero, however, will only succeed with a combat trick if they roll at least a 20 on their attack roll (and the roll would hit the target). If they fail to at least roll a 20 and hit the target, both the combat trick and the attack fail.

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.

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 of a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Monsters

See the Microlite81 Monster List or use the monster descriptions in any B/X game. To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, magic save = as fighter of level HD/2, all attack bonuses = level (maximum +15), damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

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

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

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

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

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

Prime Requisite Effects (Optional): 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 suffers a 10% penalty to all XP earned.

Level Advancement: At the end of every adventure (or, at the GM's option, at the end of every session), total up the XP earned and added them to your character's total XP. If a character's XP total is higher than that the *Minimum Experience Points Required* for the next level on the character's class chart. The character goes up a level and gains all the benefits thereof (increased HP, PCB, MCB, improved Saving Throw, etc.). Note that a character

may only go up one level per session. Any additional XP earned in that session that would put the character above 50% in his new level are lost.

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.

Spellcasters gain access to new spell levels at levels 3, 5, 7, 9, and (Magic-User only) 11. When an arcane spellcaster gains access to a new spell level he gets one spell of the new level added to his spell books. The player may select the spell subject to GM veto.

Weapons and 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.

Equipment Packs

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
normal clothing	normal clothing	normal clothing
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:

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

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

Elf: light armor (AC +2), one-handed weapon, spell book with all spells known, and 5 gold pieces

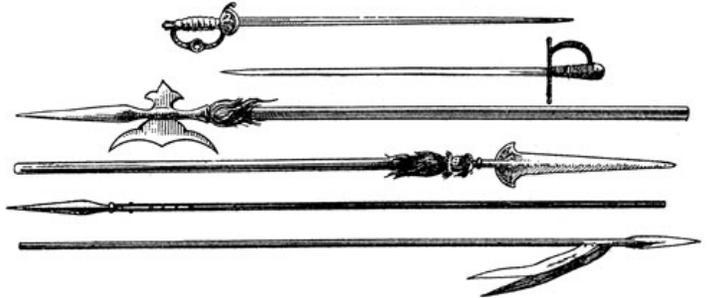
Magic-User: Spell book with all spells known, a dagger, and 5 gold pieces

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
Short Bow	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:		
Bola	5gp	1d2
Darts (5)	2gp	1d4
Net	1gp	-
Sling with 30 Sling Bullets	2gp	1d4
Sap	1gp	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
Woundwort (1lb)	10gp

Foodstuffs	Cost
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	Cost
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	Cost
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	Cost
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	Cost
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	Cost
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

Adventuring

B/X Conventions

Almost any material you come across for B/X or other early editions of the world's most popular roleplaying game can be used in Microlite81 with little modification. However, there are some descriptive conventions that B/X used that may need explanation.

Time Conventions: B/X talks about time in terms of rounds (combat rounds) and turns. A round was 10 seconds and a turn was 10 minutes, so there were 60 rounds in a turn.

Movement/Distance Conventions: B/X 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: B/X 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. Microlite81 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 B/X (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 Microlite81.

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 Microlite81.

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 spent 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. A thief has specially trained for this task, and succeeds on a roll of 1-2 (Level 1-4), 1-3 (Level 5-8), 1-4 (Level 9-12), and 1-5 (Level 13+). 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. Thieves are specially trained for this task, and succeed on a roll of 1-2 (Level 1-4), 1-3 (Level 5-8), 1-4 (Level 9-12), and 1-5 (Level 13+). 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 have better vision and succeed on a roll of 1 or 2 on 1d6. Thieves are specially trained for this task, and succeed on a roll of 1-2 (Level 1-6), 1-3 (Level 7-10), and 1-4 (Level 11+). 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 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.

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.



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 Microlite81 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.



Optional Rules

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

Minor Optional Rules

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.

Individual Initiative: Roll d20 + DEX bonus for initiative order each combat round. Use Hit Dice/2 instead of DEX for monsters. Characters and monsters act in Initiative order, from high to low. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

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.

Raise Dead Spell Expansion: As B/X does not have clerical spells higher than 5th level, the B/X cleric lacks a way to restore lost limbs or restore levels lost. If the GM wishes high level Microlite81 clerics to have these abilities, the simplest way to add them is to extend the clerical "Raise Dead" spell so it does one of four things when cast (caster's choice): 1) The standard raise dead function as described in the spell description. 2) Regrow one lost limb (or partially lost limb) to a single living target; the limb takes 1 day to regrow. 3) Restore one energy level lost within the last (level of caster) days to a single living target. 4) Completely heal a single living target of all damage (both hit point and STR damage). The name of the spell could be changed to "Restore Life" if this optional rule is used.

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.

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).

Character Goals and Personality Traits

The alignment system is a simple way to handle character "personalities" at a very simple level. While alignment is suitable for many types of campaigns, a more flexible system is needed for others. 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 NPC) 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.

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

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 base modifier of +500/12500.

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 base modifier of +100/2500.

Danger Sense: The character has a sixth sense for danger. For an Experience Base modifier of +200/5000, he can never be surprised.

Direction Sense: For an Experience Base modifier of +100/2500, a character always knows which direction is which (e.g. which way is north). For an Experience Base modifier of +300/7500, 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).

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 Base modifier of +500/12500.

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 base modifier of +500/12500.

Photographic Memory: For an Experience Base modifier of +100/2500, a character may remember details most would forget on a successful WIL save. For an Experience Base modifier of

+300/7500, a character can remember everything with true photographic detail on a successful MIND 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 Base modifier of -100/2500.

Hunted by Enemies: The character is hunted by some powerful person or group who want to do them ill. The Experience Base modifier 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 -0/0; much more powerful -200/5000; extremely powerful -400/10000. Frequency: 20% of game sessions -100/2500; 40% of game sessions -200/5000; 60% of game sessions -300/7500.

Low Self-Esteem: Character has little self-confidence or self-worth, taking a -3 penalty on Presence saves. Experience Base modifier of -100/2500.

Meager Fortitude: Character is sickly and weak of stomach, taking a -3 penalty on Fortitude saves. Experience Base modifier of -100/2500.

Noncombatant: Character is relatively inept at melee combat; take a -2 penalty on all melee attack rolls. Experience Base modifier of -100/2500.

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: -100/2500; Uncommon object/situation: -200/5000; Common object/situation: -300/7500. 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 Base modifier of -100/2500.

Shaky: Character is relatively poor at ranged combat, taking a -2 penalty on all ranged attack rolls. Experience Base modifier of -100/2500.

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 Base modifier of -300/7500.

Unreactive: Character is slow to react to danger, taking a -4 penalty on initiative checks. Experience Base modifier of -100/2500.

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. Minor inconvenience: -100/2500; Major inconvenience: -200/5000; Great inconvenience: -300/7500.

Vulnerable: Character is not good at defending himself, taking a -1 penalty to Armor Class. Experience Base modifier of -100/2500.

Weak Will: Character is highly suggestible and easily duped; taking a -3 penalty on Will saves. Experience Base modifier of -100/2500.

Fire-And-Forget Magic

The B/X version of the world's most popular fantasy roleplaying game used a much different system of magic from that of Microlite20-based games. This system had the magic-user or cleric select and prepare a set number of spells of certain levels in advance. Each prepared spell could only be cast once. This system can easily be substituted for the standard Microlite81 spell casting system using the following rules.

Both magic-users and clerics 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: magic-users must study their spell books while clerics must meditate and commune with their deity.

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 fire-and-forget 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 B/X 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.

Number of Spells Prepared Per Day (Magic-Users/Elves):

Magic-User/ Elf Level	Spell Level					
	1	2	3	4	5	6
1	1					
2	2					
3	2	1				
4	2	2				
5	2	2	1			
6	2	2	2			
7	3	2	2	1		
8	3	3	2	2		
9	3	3	3	2	1	
10	3	3	3	3	2	
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

Number of Spells Prepared Per Day (Clerics):

Cleric Level	Spell Level				
	1	2	3	4	5
1	1				
2	2				
3	2	1			
4	3	2			
5	3	2	1		
6	3	3	2		
7	4	3	2	1	
8	4	3	3	2	
9	4	4	3	2	1
10	5	4	3	3	2
11	5	4	4	3	2
12	5	5	4	3	3
13	6	5	4	4	3
14	6	5	5	4	3

Traditional Saving Throws

Some gamemasters and players prefer the traditional "five category" saving throw system used in early editions of the world's most popular fantasy roleplaying game. The following saving throw tables can be substituted for the standard Microlite81 saving throw system if the GM desires.

Cleric Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	11	14	12	15
5-8	14	9	12	10	12
9-12	12	7	10	8	9
13+	8	3	8	4	6

Dwarf and Halfling Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	13	8	10	9	12
4-6	10	6	8	7	10
7-9*	7	4	6	5	8
10+	4	2	4	3	6

* Maximum for halflings

Elf Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	15	12	13	13	15
4-6	13	10	11	11	13
7-9	9	8	9	9	11
10	7	6	7	7	9

Fighter Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
0 lvl Human	17	14	16	15	18
1-3	15	12	14	13	16
4-6	13	10	12	11	14
7-9	9	8	10	9	12
10-12	7	6	8	7	10
13+	5	4	6	5	8

Magic-User Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-5	16	13	13	13	14
6-10	14	11	11	11	12
11+	12	9	9	9	8

Thief Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	14	13	15	14
5-8	14	12	11	13	12
9-12	12	10	9	11	10
13+	10	8	7	9	8

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.



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 psionic 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. The character's Experience Base is immediately increased by +100/+2500 for each psionic ability the character may manifest.

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.

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.



Microlite81 Spell Lists

Arcane (Magic-User/Elf) Spells

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

1st Level

Charm Person: Makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly).

Undead creatures are not affected by this spell, nor are humanoid monsters larger than ogres. R: 120 feet. D: until dispelled or saved against.

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

Floating Disk: Creates a small shield sized floating energy disc that follows the caster. Holds up to 500 lbs. R: 5 feet D: 60 minutes.

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

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

Magic Missile: Creates magic arrow which hits its target for 1d6 damage. An additional 2 missiles are created every 5 levels (e.g. total 3 at level 5, total 5 at level 10). R: 150 feet. D: 10 minutes.

Protection from Evil: +1 to AC and saves, counter mind control, hedge out summoned and enchanted monsters. Attacking a creature negates protection against that creature. Moves with caster. R: shell around caster. D: 1 hour.

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

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

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. Undead and creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's 4d4 x 10 minutes.

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.

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. Undead are immune. R: 60 feet. D: 2 hours.

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

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

Levitate: Caster floats up and down as he desires. Speed: 20 feet up/down per minute. D: 60 minutes + 10 minutes/level.

Locate Object: Senses direction toward an object (specific or type) D: 20 minutes. R: 60 + 10/level feet.

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.

Web: Sticky webs fill a 10x10x10 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: 10 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. D: instant.

3rd Level

Clairvoyance: See through eyes of one creature. Caster can change creatures once every 10 minutes. R: 60 feet. D: 120 minutes.

Dispel Magic: Cancels magic effects and spells in a 20x20 foot area. (If cast by higher level caster, Magic Attack vs. Spell's DC for success) Range: 120 feet. Duration: instant but effects permanent.

Fire Ball: Missile of fire that bursts when hits target for 1d6/level fire damage, 20 foot burst radius. R: 240 feet. D: instant.

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

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

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

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

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

Lightning Bolt: 1d6/level electrical damage. Bolt bounces off walls, etc. R: 240 feet, bolt is 5 feet wide, 60 feet long. D: instant.

Protection from Evil, 10' radius: +1 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to caster and all allies within 10 foot circle around caster. D: 120 minutes.

Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 120 minutes.

Water Breathing: Subject can breathe water. R: 30 feet. D: 1 day.

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: 120 feet.

Confusion: Subjects (up to 3d6 hit dice in a 60 foot circle, only 2+ 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) from current location. Fails if destination not open air. R: 10 feet. D: instant.

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

Massmorph: Makes up to 100 humanoids in a 240 foot diameter circle appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

Plant Growth: Plants in an area up to 3000 square feet (entire area must be within range) become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.

Polymorph Others: Change one creature (but not self) into the form of another being. Change is complete and includes gaining special abilities and mind of creature. New form cannot have more than 2x the hit dice of original. R: 60 feet. D: until dispelled.

Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 60 + 10/level minutes.

Remove Curse: Frees subject from a single curse. Does not remove curse from object, but frees user to get rid of the cursed object. R: 10 feet. D: instant but effects permanent.

Wall of Fire: Creates thin wall of fire up to 1200 square feet. Blocks sight and creatures under 4 hit dice cannot pass. Passing through wall deals 1d6 damage (2d6 for undead or cold-using creatures). Wall lasts as long as caster concentrates on it. R: 60 feet.

Wall of Ice: Creates translucent wall of ice 20 feet tall and 60 feet long (or equivalent). Creatures under 4 hit dice cannot pass. Passing through wall deals 1d6 damage (2d6 for undead or fire-using creatures). Wall lasts as long as caster concentrates on it. R: 60 feet.

Wizard Eye: Allows sending an invisible eye that can see in the dark up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 60 minutes.

5th Level

Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, up to 1 hit die of undead per caster level. R: 60 feet. D: permanent.

Cloudkill: creates a moving, opaque, 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. Effects (suffered each minute within cloud): if under 5HD, save vs poison or die, suffer 1 hp damage if save made. 5HD or more, suffer 1 hp damage. D: 60 minutes.

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, There are 10 levels (from 3-12) of higher planes. Caster chooses which level to contact. 1 question per level. Chance of correct answer 45 + 5% per level, maximum 95%. Chance of going insane from the contact is 5% per level, maximum 50%. Range: caster. Duration: 1 minute per question.

Feeblemind: Subject's MIND drops to 1. Save at -4. R: 240 feet. D: until dispelled.

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

Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs. DC of (10 + MIND bonus + target level or hit dice). New save every level days. Range: 30 feet. Duration: until dispelled or caster ends spell.

Pass-Wall: Creates a 5 foot wide 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 3000 square foot area 10 feet deep. R: 120 feet. D: 3d6 days.

Telekinesis: Moves object by mental power. Up to 20 pounds per level. Object moves 20 feet per minute. Living creatures get a saving throw if they do not wish to be moved. R: 120 feet. D: 1 hour.

Teleport: Instantly transports subject up to 100 miles/level. Caster must know target location exactly. The less exactly one know the target, the greater change of appearing too high or too low. Too low is usually fatal as creature and ground do not mix.

Wall of Stone: Creates a wall of stone in any shape up to 1000 cubic feet. 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 in a 240 yard radius. D: concentration.

Death Spell: Kills 4d8 hit dice of creatures with less than 8 hit dice with a 60 foot cube. R: 240 feet. D: instant but effect permanent.

Disintegrate: Makes one creature or non-magical object (or part of a large object, up to a 10 foot cube) vanish, turning it to fine dust. R: 60 feet. D: instant but effects permanent.

Geas: Force a creature to obey one long-term order, similar to the clerical Quest spell. 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.

Lower Water: Lowers the depth of 10,000 square feet of water by 50%. R: 240 feet. D: 10 turns.

Move Earth: Move 60 cubic feet of loose soil per turn within the range of the spell. Neither solid stone nor large boulders may be moved. R: 240 feet. D: permanent.

Part Water: Creates a dry path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. Caster can terminate spell early. 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: 60 minutes.

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

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

Arcane (Illusionist) Spells

For expanded spell descriptions see Oe or a Oe 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.

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.

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, spell books, 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.

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.

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.

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

Phantom Trap: Makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. R: touch: D: permanent.

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

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.

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.

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

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

Dispel Magic: Cancels magic effects and spells in a 20x20 foot area. (If cast by higher level caster, Magic Attack vs. Spell's DC for success) Range: 120 feet. Duration: instant but effects permanent.

Emotions: Projects a selected emotion. The emotions that can be projected are: Fear (as the spell), Battle Lust (makes men fight as Berserkers, can be countered by Fear; if Fear is thrown first, Battle Lust does not counter it), Deprivation (lowers morale by

75%), Bravado (give immunity from Fear, Bravado which can counter Deprivation), Hate (interpretation by the subject is variable, roll d20: 1-4: hate any enemy around; 5-8: hate each other; 9-14: hate both enemy/each other; 15-16: hate selves, 17-20: hate caster. A person under the influence of a hate will attack whoever the die roll indicates). R: 180 feet. D: concentration.

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

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.

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.

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

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.

Divine (Cleric) Spells

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

1st Level

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

Detect Evil: Reveals evil thoughts/intent or evil items. R: 120 feet. D: 1 hour.

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

Light (Reversible): object lights circle with 30 ft. radius, not full daylight. R: 60 feet. D: 2 hours.

Protection from Evil (Reversible): +1 to AC and saves, counter mind control, hedge out summoned and enchanted monsters. Attacking a creature negates protection against that creature. Moves with caster. 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 (Reversible): Calms one creature, removing all normal fear. If magical fear, grants immediate save with a bonus equal to caster's level. R: touch D: 20 minutes.

Resist Cold: Targets immune to effects or normal cold, have a +2 to save vs. cold, and have damage from magical cold reduced by 1 point per damage die (minimum damage: 1 point per die). R: 30 feet. D: 60 minutes.

2nd Level

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

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

Know Alignment: Caster knows alignment of a character or monster within range (if target saves, no effect). Alignment of magic items or the nature of a holy (or unholy) place will be revealed.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 180 feet. D: 90 minutes.

Resist Fire: Targets immune to effects of normal fire/intense heat, have a +2 to save vs. fire/heat, and have damage from magical fire/heat reduced by 1 point per damage die (minimum damage: 1 point per die). R: 30 feet. D: 60 minutes.

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

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

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

3rd Level

Animal Growth: One non-magical normal or giant animal will be doubled in size. R: 120 feet. D: 120 minutes.

Continual Light (Reversible): object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.

Cure Disease (Reversible): Cures person of any diseases, including magical diseases. Kills Green Slime. R: 30 feet. D: instant but effects permanent.

Locate Object: Senses direction toward an object (specific object or object type) D: 60 minutes. R: 90 feet.

Remove Curse (Reversible): Frees subject from a single curse. Does not remove curse from object, but frees user to get rid of the cursed object. R: 10 feet. D: instant but effects permanent.

Striking: Enchants weapon to do extra 1d6 damage and be able to hit creatures only affected by magic weapons. R: 30 feet: D: 10 minutes.

4th Level

Create Water: Creates water, enough for up to 12 people and their horses for one day. For each level the caster has above 8, water for 12 more people and horses is produced. 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) and cures paralysis. R: touch. D: instant but effects permanent.

Neutralize Poison: Cancels all effects of poison (including death if cast within 10 minutes of poison death). R: touch. D: instant but effects permanent.

Protection from Evil, 10' radius (Reversible): +1 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to caster and all allies within 10 foot circle around caster. R: caster. Moves with caster. R: shell around caster. D: 2 hours.

Speak with Plants: Can understand and speak with plants. Plants will perform simple tasks like allow passage if asked. R: 30 feet. D: 30 minutes.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 60 minutes.

5th Level

Commune: Cleric's Deity truthfully answers three yes-or-no questions. Only once per week. Double questions once per year. R: caster. D: 10 minutes.

Create Food: Creates food, enough for up to 12 people and their horses for one day. For each level the caster has above 8, food for 12 more people and horses is produced. R: 10 feet. D: instant but effects permanent.

Dispel Evil (Reversible): Dispel any enchanted, summoned, or undead creature in range that fails save. If save made, creatures must flee for duration so long as caster concentrates. If used against one creature, save at -2. R: 30 feet. D: instant (flee effects up to 10 minutes).

Insect Plague: Insect swarms (60 feet in diameter) obscure vision and attack creatures. Creatures under 3 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.

Quest (Reversible): Force a creature to obey one long-term order or suffer curse that can only be removed by completing quest or by the reverse of this spell. 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.

Divine (Druid) Spells

For expanded spell descriptions see B/X or a B/X 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.

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

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.

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.

Monsters

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

ANT, GIANT: AC: 16 HD: 3d8 AT: bite +3 (1d6) MR: 12 ST: F2 TC: 6 S: acid (2d6)
APE, ALBINO: AC: 13 HD: 4d8 AT: 2 claw+4 (1d4) MR: 7 ST: F2 TC: 0 S: throw rocks (1d6)

BABOON, HIGHER: AC: 13 HD: 2d8 AT: 1 bite+2 (1d3), 1 club+2 (1d6) MR: 8 ST: F2 TC: 6

BASILISK: AC: 15 HD: 6d8+1 AT: bite +6 (1d10) MR: 9 ST: F6 TC: 17 S: petrifies onlookers

BAT, NORMAL: AC: 13 HD: 1hp AT: none MR: 6 S: Confuse (10 or more cause confusion -2) ST: Human TC: 0

BAT, GIANT: AC: 13 HD: 2d8 AT: bite+2 (1d4) S: 5% vampire (paralysis 1d10 minutes, drain 1d4 blood/minute) ST: F1 TC: 0

BEAR, BLACK: AC: 13 HD: 4d8 AT: 2 claws+4 (1d3), 1 bite+4 (1d6) MR: 7 ST: F2 TC: 6

BEAR, CAVE: AC: 14 HD: 7d8 AT: 2 claws+7 (1d3), 1 bite+7 (1d6) MR: 9 ST: F3 TC: 7

BEAR, GRIZZLY: AC: 13 HD: 5d8 AT: 2 claws+5 (1d3), 1 bite+5 (1d6) MR: 8 ST: F2 TC: 6

BEAR, POLAR: AC: 13 HD: 6d8 AT: 2 claws+6 (1d3), 1 bite+6 (1d6) MR: 8 ST: F3 TC: 6

BEE, GIANT KILLER: AC: 12 HD: 1d4 AT: sting+0 (1d3) MR: 9 ST: F1 TC: 0 S: poison sting (save or die)

BEETLE, GIANT FIRE: AC: 15 HD: 1d8+2 AT: bite +1 (2d4) MR: 7 ST: F1 TC: 0 S: Light glands glow for 1d6 days after death.

BEETLE, GIANT SPITTING: AC: 15 HD: 2d8 AT: bite +2 (1d6) MR: 8 ST: F1 TC: 0 S: toxic spray (5 foot range) -2 to all rolls for 24 hours or until cure spell used.

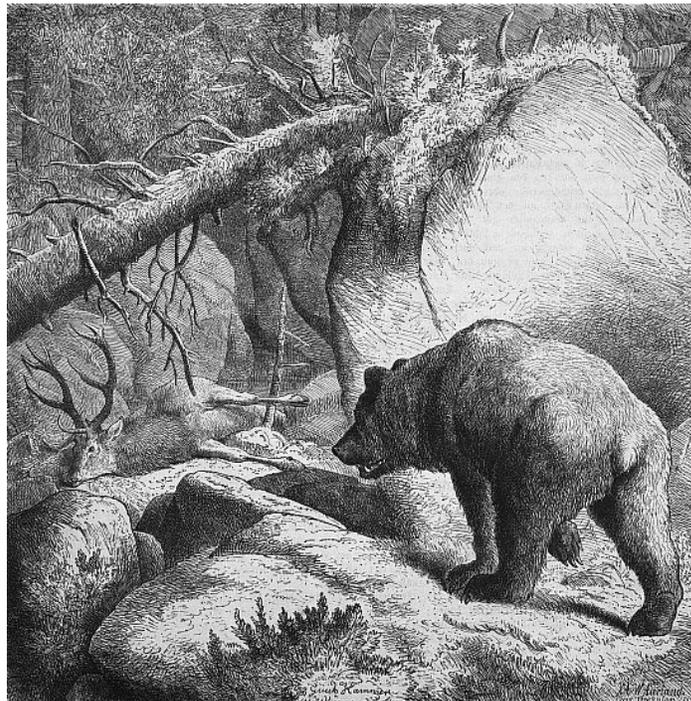
BEETLE, GIANT CARNIVOROUS: AC: 16 HD: 3d8+1 AT: bite +3 (2d6) MR: 9 ST: F1 TC: 6

BLACK PUDDING: AC: 13 HD: 10d8 AT: slam +10 (3d8) MR: 12 ST: F5 TC: 0 S: immune to everything but fire, divides when hit, corrodes metal.

BLINK DOG: AC: 14 HD: 4d8 AT: bite +4 (1d6) MR: 6 ST: F4 TC: 20 S: blink (teleport) 1d4x10 feet both before and after attacking.

BOAR: AC: 12 HD: 3d8 AT: gore +3 (3d4) MR: 9 ST: F2 TC: 0

BUGBEAR: AC: 14 HD: 3d8+1 AT: bite +3 (2d4) or weapon +3 MR: 9 ST: F3 TC: 21 S: surprise foes on a 1-3.



- CAMEL: AC: 12 HD: 3d8 AT: 1 bite+3 (1), 1 kick+3 (1d4) MR: 7 ST: F1 TC: 0
- CARCASS SCAVENGER: AC: 12 HD: 3d8 AT: 8 tentacles +3 (paralysis) MR: 9 ST: F2 TC: 21 S: walk on walls and ceilings.
- CAT, MOUNTAIN LION: AC: 13 HD: 3d8 AT: 2 claws+3 (1d3), bite+3 (1d6) MR: 8 ST: F2 TC: 6
- CAT, PANTHER: AC: 15 HD: 4d8 AT: 2 claws+4 (1d4), bite+4 (1d8) MR: 8 ST: F2 TC: 6
- CAT, LION: AC: 13 HD: 5d8 AT: 2 claws+5 (1d4+1), bite+5 (1d10) MR: 9 ST: F3 TC: 6
- CAT, TIGER: AC: 13 HD: 6d8 AT: 2 claws+6 (1d6), bite+6 (2d6) MR: 9 ST: F3 TC: 6 S: surprise 1-4 in woods
- CAT, TIGER SABRE-TOOTH: AC: 13 HD: 8d8 AT: 2 claws+8 (1d8), bite+8 (2d8) MR: 10 ST: F4 TC: 7
- CENTAUR: AC: 14 HD: 4d8 AT: 2 kick +4 (1d6) or weapon +4 MR: 8 ST: F4 TC: 22
- CENTIPEDE, GIANT: AC: 10 HD: 1d4 AT: bite +0 (poison) MR: 7 ST: human TC: 0 S: poison causes 1d10 days sickness, reducing movement, etc. by 50%.
- CHIMERA: AC: 15 HD: 9d8 AT: 2 claws +9 (1d3), goat gore +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4) MR: 9 ST: F9 TC: 17 S: breathes fire (3d6), flies.
- COCKATRICE: AC: 13 HD: 5d8 AT: bite +5 (1d6) MR: 7 ST: F5 TC: 19 S: touch causes paralysis.
- CRAB, GIANT: AC: 17 HD: 3d8 AT: 2 pinchers+3 (2d6) MR: 7 ST: F2 TC: 0
- CROCODILE, ORDINARY: AC: 14 HD: 2d8 AT: 1 bite+2 (1d8) MR: 7 ST: F1 TC: 0
- CROCODILE, LARGE: AC: 16 HD: 6d8 AT: 1 bite+6 (2d8) MR: 7 ST: F3 TC: 0
- CROCODILE, GIANT: AC: 18 HD: 15d8 AT: 1 bite+15 (3d8) MR: 9 ST: F8 TC: 0
- CYCLOPS: AC: 14 HD: 13d8 AT: club+11 (3d10), thrown rock+11 (3d6) MR: 9 ST: F13 TC: 18 (+5000gp) S: one eyed reduced attack rolls (already calculated in).
- DJINN: AC: 14 HD: 7d8+1 AT: fist (2d8) or weapon +7 MR: 12 ST: F14 TC: 0 S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.
- DOPPELGANGER: AC: 14 HD: 4d8 AT: claw +4 (1d12) MR: 10 ST: F10 TC: 18 S: imitate humanoids, immune to sleep and charm.
- DRAGON, BLACK: AC: 17 HD: 7d8 AT: 2 claws +7 (1d4+1), bite +7 (2d10) MR: 8 ST: F7 TC: 15 S: flies, breathes line of acid (hp total).
- DRAGON, BLUE: AC: 19 HD: 9d8 AT: 2 claws +9 (1d6+1), bite +9 (3d10) MR: 9 ST: F9 TC: 15 S: flies, breathes line of lightning (hp total).
- DRAGON, GOLD: AC: 21 HD: 11d8 AT: 2 claws +11 (2d4), bite +11 (6d6) MR: 11 ST: F11 TC: 15 S: flies, breathes cloud of poisonous gas or cone of fire (hp total), uses magic as MU of level 1 to 8 (by age), assume human form.
- DRAGON, GREEN: AC: 18 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (3d8) MR: 9 ST: F8 TC: 15 S: flies, breathes cloud of chlorine gas (hp total).
- DRAGON, RED: AC: 20 HD: 10d8 AT: 2 claws +10 (1d8), bite +10 (3d8) MR: 10 ST: F10 TC: 15 S: flies, breathes cone of fire (hp total), uses magic as MU of level 1 to 6 (by age -2).
- DRAGON, SEA: AC: 18 HD: 8d8 AT: bite +8 (3d8) MR: 9 ST: F8 TC: 15 S: swims, breathes 20 ft diameter gob of poison.
- DRAGON, WHITE: AC: 16 HD: 6d8 AT: 2 claws +6 (1d4), bite +6 (2d8) MR: 9 ST: F6 TC: 15 S: flies, breathes cone of cold (6d8).
- DRAGON TURTLE: AC: 21 HD: 30d8 AT: 2 claws +15 (1d8), bite +15 (1d6 x 10) MR: 10 ST: F15 TC: 15 S: swims well, slow on land, breathes steam cloud (hp total).
- DRYAD: AC: 14 HD: 2d8 AT: weapon +2 MR: 6 TC: 19 S: charm person. Die after 10 minutes if more than 240 feet from tree.
- DWARF: AC: 15 HD: 1d8 AT: warhammer +1 (1d8) MR: 8 ST: D1 TC: 16 S: standard dwarf abilities.
- EFREET: AC: 16 HD: 10d8 AT: slam +10 (2d8) MR: 12 ST: F14 TC: 0 S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons.
- ELEMENTAL, AIR: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 ST: F12 TC: 0 S: whirlwind, extra damage against foes in the air.
- ELEMENTAL, EARTH: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 ST: F12 TC: 0 S: tear down stone, extra damage against foes standing on the ground (1d8).
- ELEMENTAL, FIRE: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 S: F12 TC: 0 S: ignite materials.
- ELEMENTAL, WATER: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 ST: F12 TC: 0 S: overturn boats, extra damage against swimming foes (1d6).
- ELEPHANT: AC: 14 HD: 9d8 AT: 2 Tusks +9 (2d4) or Trample +9 (4d8) MR: 8 ST: F5 TC: 0 S: can make charge attack for 2x tusk damage.
- ELF: AC: 14 HD: 1d8+1 AT: weapon+1 MR: 8 ST: E1 TC: 18 S: standard elf abilities.
- ETTIN: AC: 16 HD: 10d8 AT: 1 club +9 (2d8), 1 club+9 (3d8) MR: 9 ST: F10 TC: 19 S: two heads (one controlling each arm), surprised only on roll of 1.
- FERRET, GIANT: AC: 14 HD: 1d8+1 AT: bite+1 (1d8) MR: 8 ST: F1 TC: 0
- FISH, GIANT CATFISH: AC: 15 HD: 8d8+3 AT: 1 bite+8 (1d8) 4 feelers+8 (1d4) MR: 8 ST: F4 TC: 0
- FISH, GIANT PIRANHA: AC: 13 HD: 3d8+3 AT: 1 bite+3 (1d8) MR: 7 ST: F2 TC: 0 S: blood causes feeding frenzy (morale becomes 12)
- FISH, GIANT ROCKFISH: AC: 12 HD: 5d8+5 AT: 4 spines+5 (1d4 x 4. Poison) MR: 8 ST: F3 TC: 0 S: only 30% seen if in rocky area.
- FISH, GIANT STURGEON: AC: 19 HD: 10d8+2 AT: 1 bite+10 (2d10) MR: 9 ST: F5 TC: 0 S: target swallowed on 18+ hit (2d6 damage/minute, save vs paralysis)
- FLY, GIANT CARNIVOROUS: AC: 13 HD: 2d8 AT: 1 bite+2 (1d8) MR: 8 ST: F1 TC: 6 S: flies, surprise on 1-4, can jump 30 feet.
- GARGOYLE: AC: 14 HD: 4d8 AT: 2 claws +4 (1d3) or bite +4 (1d6), horns +4 (1d4) MR: 11 ST: F8 TC: 20 S: flies, immune to non-magic weapons.
- GELATINOUS CUBE: AC: 11 HD: 4d8 AT: slam +4 (2d4) MR: 12 ST: F2 TC: 7 S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4.
- GHOUL: AC: 13 HD: 2d8 AT: 2 claws +2 (1d3) or bite +2 (1d3) MR: 9 TC: 21 S: undead immunities, touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours.
- GIANT, CLOUD: AC: 15 HD: 12d8+3 AT: weapon +12 (6d6) or hurl rocks +12 (3d6) MR: 10 TC: 18 (+5000gp) S: only surprised on a 1.
- GIANT, FIRE: AC: 15 HD: 11d8+2 AT: weapon +11 (5d6) or hurl rocks +11 (3d6) MR: 9 ST: F11 TC: 18 (+5000gp) S: immune to fire.
- GIANT, FROST: AC: 15 HD: 10d8+1 AT: weapon +10 (4d6) or hurl rocks/ice +10 (3d6) MR: 9 ST: F10 TC: 18 (+5000gp) S: immune to cold.
- GIANT, HILL: AC: 15 HD: 8d8 AT: weapon +8 (2d6) MR: 8 ST: F8 TC: 18 (+5000gp)
- GIANT, STONE: AC: 15 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) MR: 9 ST: F9 TC: 18 (+5000gp)
- GIANT, STORM: AC: 17 HD: 15d8 AT: weapon +15 (8d6) or hurl rocks +15 (3d6) MR: 10 ST: F14 TC: 18 (+5000gp) S: summon thunderstorm (10 minutes to arrive); in storm, 1 lightning bolt/5 minutes (hp total), immune to lightning
- GNOLL: AC: 14 HD: 2d8 AT: weapon +2 MR: 8 ST: F2 TC: 19
- GNOME: AC: 14 HD: 1d8 AT: weapon +1 MR: 8 ST: D1 TC: 20
- GOBLIN: AC: 13 HD: 1d8-1 AT: weapon +1 MR: 7 ST: human S: -1 to hit in sunlight. TC: 3 (lair: 20)
- GOLEM, AMBER: AC: 12 HD: 10d8 AT: 2 claws+10 (2d6) bite+10 (2d10) MR: 12 ST: F5 TC: 0 S: detect invisibility (60 foot range), can track any being. Immune to hold, charm, sleep.
- GOLEM, BONE: AC: 17 HD: 8d8 AT: 4 weapons+8 MR: 12 ST: F4 TC: 0 S: Four arms, can attack 2 opponents, Immune to hold, charm, sleep and to electrical, fire, or cold-based attacks.

GOLEM, BRONZE: AC: 19 HD: 20d8 AT: 1 fist+15 (3d10) MR: 12 ST: F10 TC: 0 S: touch causes 1d10 heat damage, hit by edged weapon cause 2d6 damage to attacker for molten metal (save vs death to avoid). Immune to hold, charm, sleep.

GOLEM, WOOD: AC: 12 HD: 2d8+2 AT: 1 fist+2 (1d8) MR: 12 ST: F1 TC: 0 S: halfling sized, clumsy (-1 initiative), susceptible to fire (-2 save). Immune to hold, charm, sleep.

GORGON: AC: 17 HD: 8d8 AT: gore +8 (2d6) MR: 8 ST: F8 TC: 18 S: breathes petrifying gas.

GRAY OOZE: AC: 12 HD: 3d8 AT: strike +3 (2d8) MR: 12 ST: F2 TC: 0 S: acid slime: destroys armor in one round, deals automatic damage after the first hit, immune to fire and cold-based attacks.

GRAY WORM: AC: 13 HD 6d8 AT: bite+6 (1d8) MR: 9 ST: F3 TC: 21 S: 30 foot long, target swallowed on 19+ hit (1d8 damage/minute, swallowed target can only attack with fists or dagger)

GREEN SLIME: AC: n/a HD: 2d8 AT: organics and metal turn to green slime if touched MR: 12 ST: F1 TC: 0 S: killed by cold or fire. Cure Disease stops transformation to green slime.

GRIFFON: AC: 14 HD: 7d8 AT: 2 claws +7 (1d4), bite +7 (2d8) MR: 8 ST: F4 TC: 18 S: flies, if horses within 120 feet must pass morale check or attack them.



HALFLING: AC: 12 HD: 1d8-1 AT: weapon+1 (1d6) MR: 7 ST: H1 TC: 7 (lair: 21) S: nearly invisible in outdoor cover.

HARPY: AC: 12 HD: 3d8 AT: 2 claws +3 (1d4) or weapon +3 MR: 7 ST: F3 TC: 20 S: flies, siren-song (Charm person), save vs magic +2.

HAWK, ORDINARY: AC: 11 HD 1d4 AT: 1 claw/bite+0 (1d2) MR: 7 ST: human TC: 0 S: initial attack does double damage (if surprised)

HAWK, GIANT: AC: 13 HD 3d8+3 AT: 1 claw/bite+3 (1d6) MR: 8 ST: F2 TC: 0 S: initial attack does double damage (if surprised), may grab and fly off with halfling or smaller.

HELL HOUND: AC: 15 HD: 3 to 7 d8 AT: bite +HD (1d6) MR: 9 MR: F3 to F7 TC: 20 S: breathe fire (1d6 per HD), detect invisible 60 foot range 75% success.

HERD ANIMALS: AC: 7 HD 1 to 4 d8 AT: butt +HD (varies) MR: 5 ST: F1 TC: 0 Examples: antelope, deer, and goats (1 or 2 HD, 1d4 butt); caribou, cattle, and oxen (3 HD, 1d6 butt); buffalo, elk and moose (4 HD, 1d8 butt).

HIPPOGRIFF: AC: 14 HD: 3d8+1 AT: 2 claws +3 (1d6), bite +3 (1d10) MR: 8ST: F2 TC: 0 S: flies.

HOBGOBLIN: AC: 14 HD: 1d8+1 AT: weapon+1 MR: 8 ST: F1 TC: 20

HORSE, DRAFT: AC: 12 HD: 3d8 AT: none MR: 6 ST: F2 TC: 0

HORSE, RIDING: AC: 12 HD: 2d8 AT: 2 hooves+2 (1d4) MR: 7 ST: F1 TC: 0 S: also wild horses

HORSE, WAR: AC: 12 HD: 3d8 AT: 2 hooves+3 (1d6) MR: 9 ST: F2 TC: 0

HYDRA: AC: 14 HD: 5 to 12 d8 AT: 5-12 bites +HD (1d10) MR: 9 ST: F5 to F12 TC: 21 S: 1 HD per head, each 8 points of damage taken destroys one head.

INSECT SWARM: AC: 7 HD: 2 to 4 d8 AT: bites (2hp) MR: 11 ST: human TC: 0 S: 10 x 30 foot cloud of insects any being in cloud takes 2 hp damage per minute (4 hp if not wearing armor).

INVISIBLE STALKER: AC: 16 HD: 8d8 AT: 1 bash +8 (4d4) MR: 12 ST: F8 TC: 0 S: flies, invisible (surprise on 1-5)

KOBOLD: AC: 12 HD: 1d4 AT: weapon -1 MR: 6 ST: human TC: 1 (lair: 13)

LEECH, GIANT: AC: 12 HD: 6d8 AT: bite+6 (1d6) MR: 10 ST: F3 TC: 0 S: attaches to target when hits draining 1d6 blood per round.

LIZARD, GIANT DRACO: AC: 14 HD: 4d8+2 AT: bite+4 (1d10) MR: 7 ST: F3 TC: 6 S: glides.

LIZARD, GIANT GECKO: AC: 14 HD: 3d8+1 AT: bite+3 (1d8) MR: 7 ST: F2TC: 6 S: walks on walls/ceilings.

LIZARD, GIANT HORNED CHAMELON: AC: 17 HD: 5d8 AT: bite+5 (2d4), horn+5 (1d6) MR: 7 ST: F3 TC: 6 S: blends in (surprise on 1-5), sticky tongue (5 foot range, victim pulled in and bitten), tail attack+5 causes knock down

LIZARD, GIANT TUATARA: AC: 15 HD: 6d8 AT:2 claws+6 (1d4) bite+6 (1d6) MR: 6 ST: F4 TC: 7 S: see in dark 90 foot range.

LIZARDFOLK: AC: 14 HD: 2d8+1 AT: claws +2 (1d6+1) or weapon +2 (+1 damage) MR: 12 ST: F2 TC: 19

LOCUST, SUBTERRANEAN: AC: 15 HD: 2d8 AT: bite+2 (1d2) or slam+2 (1d4) or spit+2 (special) MR: 5 ST: F2 TC: 0 S: jump 60 feet, spit vs AC 9 (incapacitated for 10 minutes)

LYCANTHROPE, DEMON BOAR: AC: 16 HD: 9d8 AT: tusks +9 (2d6) MR: 9 ST: F9 TC: 20 S: lycanthropy, Charm Person at -2, 3/day. 75% of 1d3 charmed humans.

LYCANTHROPE, WEREBEAR: AC: 17 HD: 6d8 AT: 2 claws +6 (2d4), bite +6 (2d8) MR: 10 ST: F6 TC: 20 S: lycanthropy, hug: extra 2d8 damage if both claws hit.

LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d8+1 AT: tusks +4 (2d6) MR: 9 ST: F4 TC: 20 S: lycanthropy, if enraged, attack +2 until all enemies dead or they are killed.

LYCANTHROPE, WERERAT: AC: 12 HD: 3d8 AT: bite+3 (1d4) or weapon +3 MR: 8 ST: F3 TC: 20 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d8 AT: 2 claws+5 (1d6), bite+5 (2d6) TC: 20 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d8 AT: bite+4 (2d4) MR: 8 ST: F4 TC: 20 S: lycanthropy.



MANTICORE: AC: 15 HD: 6d8+1 AT: 2 claws +6 (1d4), bite +6 (2d4) MR: 9 ST: F6 TC: 19 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total, range 180 feet.

MASTODON: AC: 16 HD: 15d8 AT: 2 tusks+15 (2d6) or trample+15 (4d8) MR: 8 ST: F8 TC: 0

MEDUSA: AC: 11 HD: 4d8 AT: weapon +6 MR: 8 ST: F4 TC: 17 S: onlookers turn to stone, hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks. Save vs. magic at +2.

MEN, BERSERKER: AC: 12 HD: 1d8+1 AT: weapon+3 MR: 12 ST: F1 TC: 1 (lair: 21) S: battle rage provides the above to-hit and morale.

MEN, BRIGAND: AC: by type HD: 1d8 AT: weapon+1 MR: 8 ST: F1 TC: 22

MEN, PIRATE: AC: by type HD: 1d8 AT: weapon+1 MR: 6 ST: F1 TC: 22

MEN, MERCHANT: AC: 14 HD: 1d8 AT: weapon+1 MR: 7 ST: F1 TC: 22

MEN, NOMAD: AC: by type HD: 1d8 AT: weapon+1 MR: 8 ST: F1 TC: 22

MERFOLK: AC: 13 HD: 1d8 AT: weapon+1 MR: 8 ST: F1 TC: 12 S: breathe water, swim.

MINOTAUR: AC: 13 HD: 6d8 AT: weapon +6 or bite +6 (1d6) or Head gore +6 (1d6) MR: 12 ST: F6 TC: 20 S: never lost in mazes, +2 weapon damage.

MORLOCK: AC: 8 HD: 1d8 AT: weapon+1 MR: 9 ST: F1 TC: 20 S: attack at -2 in daylight.

MULE: AC: 12 HD: 2d8 AT: Kick+2 (1d4) or bite+2 (1d3) MR: 8 ST: human TC: 0

MUMMY: AC: 16 HD: 5d8+1 AT: touch +5 (1d12) MR: 12 ST: F5 TC: 19 S: mummy rot curse if hit (no more magic healing, natural healing at 10% normal), undead immunities, hit only by magic weapons, spells, and fire. Causes terror on sight: save vs paralysis or paralyzed with dread



NEANDERTHAL: AC: 11 HD: 2d8 AT: stone spear/blade+2 (2d4) MR: 7 ST: F2 TC: 20

NIXIE: AC: 12 HD: 1d4 AT: weapon +1 (1d4) MR: 6 ST: E1 TC: 21 S: swims, 10+ nixies can cast charm. Can cast 24 hour breathe water on target. Can summon fish.

OCHRE JELLY: AC: 11 HD: 5d8 AT: acid strike+6 (2d6) MR: 12 ST: F3 TC: 0 S: a hit destroys organic material, lightning or weapon attacks divides jelly into 1d4+1 smaller (2 HD) jellies, each doing +2 (1d6) damage.

OCTOPUS, GIANT: AC: 12 HD: 8d8 AT: 8 tentacles+8 (1d3) or bite+8 (1d6) MR: 7 ST: F4 TC: 0 S: swims, a tentacle grabs target on hit, reduces victims attack by 1 and doing 1d3 damage per minute (6 points damage cuts off a tentacle). Can shoot cloud of black ink to cover escape.

OGRE: AC: 14 HD: 4d8+1 AT: club+4 (1d10) MR: 10 ST: F4 TC: 20 (+1000gp)

ORC: AC: 13 HD: 1d8 AT: weapon+1 MR: 8 ST: F1 TC: 19

OWL BEAR: AC: 14 HD: 5d8 AT: 2 claws+5 (1d8), bite+5 (1d8) MR: 9 ST: F3 TC: 20 S: hug for additional 2d6 if both claws hit.

PEGASUS: AC: 13 HD: 2d8+2 AT: 2 hooves +2 (1d6) MR: 8 ST: F2 TC: 0 S: flies.

PHASE TIGER: AC: 15 HD: 6d8 AT: 2 tentacles+6 (2d4) MR: 8 ST: F6 TC: 19 S: attackers at -2 as it phases in and out.

PIXIE: AC: 16 HD: 1d8 AT: weapon +1 (1d4) MR: 7 ST: E1 TC: 3 +4 S: flies, charm, naturally invisible, always surprises.

PTERODACTYL: AC: 12 HD: 1d8 AT: bite+1 (1d3) MR: 7 ST: F1 TC: 0

PTERANODON: AC: 13 HD 5d8 AT: bite+5 (1d12) MR: 8 ST: F3 TC: 0

PURPLE WORM: AC: 13 HD: 15d8 AT: bite+15 (2d8) or sting+15 (1d8) MR: 10 ST: F8 TC: 19 S: poison sting, swallows whole on roll 4 higher than needed to hit, swallowed creatures take 3d6 automatic damage every round.

RAT, ORDINARY: AC: 10 HD: 1 hp AT: bite+0 (1d6, 5% disease) MR: 5 ST: human TC: 11 S: fear fire, 1 attack per 10 rats, if diseased: save vs poison or fall ill after 1d6 days, bedridden 30 days, 25% chance fatal

RAT, GIANT: AC: 12 HD: 1d4 AT: bite +1 (1d3, 5% chance disease) MR: 8 ST: F1 TC: 20 S: : fear fire, if diseased: save vs poison or fall ill after 1d6 days, bedridden 30 days, 25% chance fatal

RHAGODESSA, GIANT: AC: 14 HD: 4d8+2 AT: leg+4 (special) or bite+4 (2d8) MR: 9 ST: F2 TC: 6 S: leg hit pulls target to mandibles for auto hit by bite next round

RHINOCEROS, ORDINARY: AC: 14 HD: 6d8 AT: butt+6 (2d4) or trample+6 (2d8) MR: 6 ST: F3 TC: 0 S: can charge for 2x damage, herd stampedes if random direction if threatened

RHINOCEROS, WOOLY: AC: 15 HD: 8d8 AT: butt+8 (2d6) or trample+8 (2d12) MR: 6 ST: F4 TC: 0 S: can charge for 2x damage, herd stampedes if random direction if threatened

ROC, SMALL: AC: 15 HD: 6d8 AT: 2 claws+6 (1d4+1), bite+6 (2d6) MR: 8 ST: F3 TC: 14 S: flies, -2 reaction to chaos, -1 reaction to neutral.

ROC, LARGE: AC: 17 HD: 12d8 AT: 2 claws+12 (1d8), bite+12 (2d10) MR: 9 ST: F6 TC: 14 S: flies, -2 reaction to chaos, -1 reaction to neutral.

ROC, GIANT: AC: 19 HD: 36d8 AT: 2 claws+15 (3d6), bite+15 (8d6) MR: 10 ST: F9 TC: 14 S: flies, -2 reaction to chaos, -1 reaction to neutral.

ROT GRUB: AC: 10 HD: 1 hp AT: special MR: 12 S: human TC: 0 S: Upon contact rot grubs burrow into the body. Fire applied to contact location at once kills them (but does 1d6 fire damage) the rot grubs from burrowing further. Otherwise rot grubs reaches heart in 1d3 x 10 minutes causes death. Cure Disease destroys all rot grubs in body.

RUST MONSTER: AC: 17 HD: 5d8 AT: touch +5 (special) MR: 7 ST: F3 TC: 0 S: touch of (or touching) the rust monster causes metal items to turn to rust. Magic items first lose bonuses (+1 per touch, each =1 gives a 10% chance of ignoring touch)

SALAMANDER, FLAME: AC: 17 HD: 8d8 AT: 2 claws+8 (1d4), bite +8 (1d8) MR: 8 ST: F8 TC: 17 S: heat does 1d8 to creatures within 20 feet, immune to sleep, charm, fire and non-magical weapons.

SALAMANDER, FROST: : AC: 16 HD: 2d8 AT: 4 claws+12 (1d6), bite +12 (2d6) MR: 9 ST: F12 TC: 18 S: cold does 1d8 to creatures within 20 feet, immune to sleep, charm, cold and non-magical weapons.

SCORPION, GIANT: AC: 17 HD: 4d8 AT: 2 claws+4 (1d10), sting +4 (1d4, poison) MR: 11 ST: F2 TC: 8 S: poison causes paralysis and loss of 1d4 hp per minute.

SEA SERPENT: AC: 14 HD: 6d6 AT: bite+6 (2d6) or constrict+6 (special) MR: 8 ST: F3 TC: 0 S: wraps around ships for 1d10 constriction damage to ship structure.



SHADOW: AC: 12 HD: 2d8+2 AT: touch+2 (1d4, special) MR: 12 ST: F2 TC: 17 S: drains 1 STR per hit (regained after 80-minutes), hit only by magical weapons, surprise on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow. Not undead but immune to charm and sleep.

SHARK, BULL: AC: 15 HD: 2d8 AT: bite+2 (2d4) MR: 7 ST: F1 TC: 0

SHARK, MAKO: AC: 15 HD: 4d8 AT: bite+4 (2d6) MR: 7 ST: F2 TC: 0

SHARK, GREAT WHITE: AC: 15 HD: 8d8 AT: bite+8 (2d10) MR: 7 ST: F4 TC: 0

SHREW, GIANT: AC: 15 HD: 1d8 AT: 2 bite+1 (1d6) MR: 10 ST: F1 TC: 0 S: Win initiative on first round, fear: 3 HD or less must save or flee.

SHRIEKER: AC: 12 HD: 3d8 AT: none MR: 12 ST: F1 TC: 0 S: large toadstool, if disturbed (light 60 feet/movement 30 feet) emits loud shriek for 1d3 minutes.

SKELETON: AC: 12 HD: 1d8 AT: weapon +1 MR: 12 ST: F1 TC: 0 S: undead immunities.

SNAKE, SPITTING COBRA: AC: 12 HD: 1d8 AT: bite+1 (1d3, poison) or spit+1 (blinded) MR: 7 ST: F1 TC: 0 S: spit causes blindness (save vs. poison); bite: save vs. poison or die in 1d10 x 10 minutes.

SNAKE, PIT VIPER: AC: 13 HD: 2d8 AT: bite+2 (1d4, poison) MR: 7 ST: F1 TC: 0 S: always win initiative, bite: save vs. poison or die.

SNAKE, SEA: AC: 13 HD: 2d8 AT: bite+2 (1d4, poison) MR: 7 ST: F1 TC: 0 S: bite: save vs. poison or die in 1d4 x 10 + 20 minutes (neutralize poison only 75% successful). If unaware of snake, 50% chance does not notice bite.

SNAKE, GIANT PYTHON: AC: 13 HD: 5d8 AT: bite+5 (1d4), constrict+5 (2d4) MR: 8 ST: F3 TC: 0 S: successful bite allows constrict attack, once successful, constriction damage suffered every round.

SNAKE, GIANT RATTLESNAKE: AC: 14 HD: 4d8 AT: 2 bite+4 (1d4, poison) MR: 8 ST: F2 TC: 0 S: bite: save vs. poison or die in 1d6 x 10 minutes; bites twice per round, second at end of round.

SPECTRE: AC: 17 HD: 6d8 AT: touch+6 (1d6) MR: 11 ST: F6 TC: 18 S: undead immunities, immune to non-magic weapons, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.

SPIDER, GIANT BLACK WIDOW: AC: 13 HD: 3d8 AT: bite+3 (2d6, poison) MR: 8 ST: F2 TC: 6 S: web, bite: save vs. poison or die in 10 minutes.

SPIDER, GIANT CRAB: AC: 12 HD: 2d8 AT: bite+2 (1d8, poison) MR: 7 ST: F1 TC: 6 S: surprise on 1d4, bite: save vs. poison at +2 or die in 1d4 x 10 minutes.

SPIDER, GIANT TARANTULA: AC: 14 HD: 4d8 AT: bite+4 (1d8, poison) MR: 8 ST: F2 TC: 6 S: bite: save vs. poison or spasm dance for 2d6 x 10 minutes (-4 to all actions. Others hit at +4), after 50 minutes paralyzed. Any seeing dance must save vs poison or suffer same effect. Effects counter by dispel magic.

SPRITE: AC: 14 HD: 1d4 AT: none MR: 7 ST: E1 TC: 4 S: 5 sprites can curse (effects funny rather than dangerous)

SQUID, GIANT: AC: 12 HD: 6d8 AT: 8 small tentacles+6 (1d4), bite+6 (1d10), 2 large tentacles+6 (special) MR: 7 ST: F3 TC: 7 S: large tentacles constrict ships of 1d10 structural damage (beak can do 2 structural); small tentacles constrict victims (damage taken each round). Small tentacles take 6 hp (large 10 hp) to chop off. Can shoot cloud of black ink to cover escape.

STEGOSAURUS: AC: 16 HD: 11d8 AT: tail+11 (2d8) or trample+11 (2d6) MR: 7 ST: F6 TC: 0

STATUE, ANIMATED CRYSTAL: AC: 15 HD: 3d8 AT: 2 fists+3 (1d6) MR: 11 ST: F3 TC: 0

STATUE, ANIMATED STONE: AC: 15 HD: 5d8 AT: 2 fists+5 (2d6) MR: 11 ST: F5 TC: 0 S: fists do lava damage

STATUE, ANIMATED IRON: AC: 15 HD: 4d8 AT: 2 fists+4 (1d8) MR: 11 ST: F4 TC: 0 S: when hit by non-magical metal weapon, attacker must save vs. spells or weapon lodged in statue, statue must be killed to retrieve.

STIRGE: AC: 12 HD: 1d8 AT: bite+1 (1d3) ST: 18 MR: 9 ST: F2 TC: 11 S: first attack at +2, attaches on a hit and will deal 1d3 automatically damage every round.

THROGHHRIN: AC: 13 HD: 3d8 AT: 2 claws+3 (1d3) or weapon+3 MR: 10 ST: F3 TC: 20 S: troll/hobgoblin/ghoul hybrid, touch paralyzes as ghoul, regenerate 1 hp each round as troll.

TITANOTHERE: AC: 14 HD: 12d8 AT: butt+12 (2d6) or trample+12 (2d8) MR: 7 ST: F6 TC: 0 S: charge for double butt damage.

TOAD, GIANT: AC: 12 HD: 2d8+2 AT: bite+2 (1d4+1) MR: 6 ST: F1 TC: 0 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.

TREANT: AC: 17 HD: 8d8 AT: 2 branches+8 (2d6) MR: 6 ST: F8 TC: 20 S: Surprise on 1-3; Control 2 trees and can make them move and attack as a treant.

TRICERATOPS: AC: 17 HD: 11d8 AT: gore+11 (3d6) or trample+11 (3d6) MR: 8 ST: F6 TC: 0

TROGLODYTE: AC: 14 HD: 2d8 AT: 2 claws+2 (1d4), bite+2 (1d4) MR: 9 ST: F2 TC: 22 S: surprise on 1-4; horrid stench: save vs. poison or suffer -2 to attack rolls

TROLL: AC 15 HD: 6d8+3 AT: 2 claws+6 (1d6), bite+6 (1d10) MR: 10 ST: F6 TC: 19 S: regenerate 3 hp per round (except acid or fire damage).

TYRANNOSAURUS REX: AC: 16 HD: 20d8 AT: bite+15 (6d6) MR: 11 ST: F10 TC: 8 (x3) S: generally ignores creatures smaller than halfling.

UNICORN: AC: 17 HD: 4d8 AT: 2 hoofs+4 (1d8) or horn+4 (1d8) MR: 7 ST: F8 TC: 0 S: double horn damage for charge, 25% magic resistance, teleport once per day, horn can cure damage or disease.



VAMPIRE: AC: 17 HD: 7 to 9 d8 AT: touch+HD (1d10, special) or weapon+HD. MR: 11 ST: F7 to F9 TC: 17 S: undead immunities, hit only by magical weapons, electricity and cold do half damage, regenerate 3 hp per round, drains 2 levels per hit, immense strength, 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 (must then have head cut off to die), 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.

WEASEL, GIANT: AC: 12 HD: 4d8+4 AT: bite+4 (2d4) MR: 8 ST: F3 TC: 7 S: successful bite allows damage to continue each round.

WAR DOG: AC: 12 HD: 2d8 AT: bite+2 (1d6) MR: 9 ST: F2 TC: 0

WHALE, KILLER: AC: 13 HD: 6d8 AT: bite+6 (1d20) MR: 10 ST: F3 TC: 7 S: on attack roll of 20: swallow target (up to halfling size), swallowed creature suffers 1d6/minute, drowns after 10 minutes.

WHALE, NARWHAL: AC: 12 HD: 12d8 AT: bite+12 (2d6) or horn+12 (1d8) MR: 8 ST: F12 TC: 0 S: highly intelligent, ivory horn worth 1d6 x 1000gp.

WHALE, SPERM: AC: 13 HD: 36d8 AT: bite+15 (3d20) MR: 7 ST: F14 TC: 8 S: : on attack roll 4 higher than needed: swallow target (up to human size), swallowed creature suffers 3d6/minute, can slam into ships for 6d6 structural damage.

WIGHT: AC: 14 HD: 3d8 AT: touch+3 (special) MR: 12 ST: F3 TC: 21 S: undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 1d4 days later as a wight.

WOLF, ORDINARY: AC: 12 HD: 2d8+2 AT: bite+2 (1d6) MR: 8 ST: F1 TC: 0 S: when 50% of pack lost, MR drops to 6.

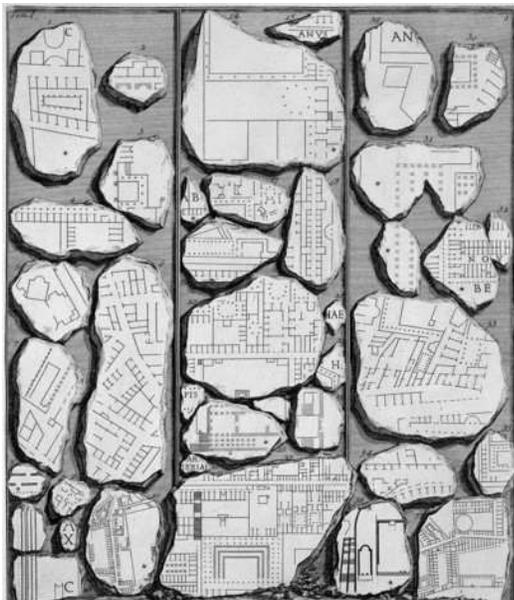
WOLF, DIRE: AC: 13 HD: 4d8+1 AT: bite+4 (2d4) MR: 8 ST: F2 TC: 0 S: used by goblins as mounts.

WRAITH: AC: 16 HD: 4d8 AT: touch+4 (1d6, special) MR: 12 ST: F4 TC: 18 S: undead immunities, only hit by magic or silver weapons, silver does half damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith.

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

YELLOW MOLD: AC: n/a HD: 2d8 AT: 1d6 if touched MR: n/a ST: F2 TC: 0 S: if struck, 50% releases spore cloud (choke to dead in 6 rounds unless cure disease), immune to all attacks except fire (a torch does 1d4 damage).

ZOMBIE: AC: 11 HD: 2d8 AT: weapon+2 or claws+2 (1d8) MR: 12 ST: F1 TC: 0 S: undead immunities; always attack last.



Wilderness Monster Encounter Table

Roll d20	Desert	Forest/Wooded	Grassland	Inhabited Lands	Jungle
1	Beetle, Fire	Bee, Giant Killer	Ant, Giant	Dragon, Gold	Ant, Giant
2	Beetle, Spitting	Boar	Baboon, Higher	Dwarf	Bugbear
3	Blink Dog	Bugbear	Boar	Elf	Cat, Panther
4	Camel	Cat, Panther	Dragon, Green	Gargoyle	Dragon, Green
5	Cat, Lion	Cockatrice	Fly, Giant Carnivorous	Giant, Hill	Elephant
6	Dragon, Blue	Dryad	Giant, Hill	Goblin	Fly, Giant Carnivorous
7	Dragon, Red	Dragon, Green	Halfling	Halfling	Giant, Fire
8	Goblin	Elf	Hippogriff	Lycanthrope, Weretiger	Gnoll
9	Hawk, Giant	Ghoul	Horse, Riding (wild)	Men, Brigand	Gray Worm
10	Hobgoblin	Hobgoblin	Men, Merchant	Men, Merchant	Lizardfolk
11	Lizard, Giant Gecko	Lycanthrope, Werewolf	Men, Nomad	NPC Party	Lycanthrope, Wereboar
12	Lizard, Tuatara	Men, Brigands	Ogre	Ogre	Medusa
13	Men, Nomad	Orc	Orc	Orc	Men, Brigand
14	Mummy	Roc, Small	Scorpion, Giant	Rat, Giant	Men, Merchant
15	NPC Party	Spider, Giant Crab	Spider, Giant Black Widow	Rhagodessa	Neanderthal
16	Ogre	Troll	Stirge	Skeleton	Phase Tiger
17	Scorpion, Giant	Unicorn	Troll	Wolf	Rat, Giant
18	Snake, Pit Viper	Wight	Throghrin	Vampire	Scorpion, Giant
19	Snake, Giant Rattler	Wolf	Weasel, Giant	Wight	Snake, Giant Python
20	Spider, Giant Tarantella	Wolf, Dire	Wyvern	Zombie	Troll
Roll d20	Mountains/Hills	Rivers/Lakes	Sea	Swamp	Village/Town
1	Ape, Albino	Bee, Giant Killer	Crab, Giant	Basilisk	Boar
2	Beetle, Spitting	Boar	Crocodile, Giant	Boar	Dwarf
3	Cat, Sabre-Tooth Tiger	Cat, Panther	Dragon, Green	Dragon, Black	Elf
4	Chimera	Crab, Giant	Dragon, Sea	Ghoul	Ghoul
5	Dragon, Red	Crocodile	Dragon Turtle	Gnoll	Giant, Hill
6	Dragon, White	Dragon, Black	Fly, Giant Carnivorous	Goblin	Gnoll
7	Dwarf	Dragon, Green	Harpy	Leech, Giant	Goblin
8	Giant, Hill	Elf	Hawk, Giant	Lizard, Giant Draco	Halfling
9	Giant, Stone	Fish, Giant Piranha	Hydra, Aquatic	Lizardfolk	Lycanthrope, Werewolf
10	Griffon	Fly, Giant Carnivorous	Men, Merchant	Medusa	Men, Brigand
11	Halfling	Hydra, Aquatic	Men, Pirate	Men, Brigand	Men, Merchant
12	Lycanthrope, Werewolf	Leech, Giant	Merfolk	Nixie	Morlock
13	Men, Brigand	Lizardfolk	NPC Party	Ogre	NPC (any class)
14	Men, Merchant	Merfolk	Octopus, Giant	Orc	NPC Party
15	Morlock	NPC Party	Roc, Giant	Rhagodessa	Ogre
16	Neanderthal	Ogre	Sea Serpent	Spider, Giant Black Widow	Orc
17	Ogre	Rat, Giant	Shark (any)	Stirge	Rat, Giant
18	Orc	Stirge	Snake, Sea	Toad, Giant	Spectre
19	Phase Tiger	Toad, Giant	Squid, Giant	Troglodyte	Vampire
20	Roc, Giant	Troll	Whale (any)	Troll	Zombie

Microlite81 Treasure

Here is a list of sample treasure items appropriate to a Microlite81 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 Microlite81 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.

Magic Item Descriptions:

Potions:

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

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 at the spell of the same name.

Extra-Healing: This potion will cure 3d2+3 body points (3d6+3 hit points on beings without BP) of damage to the drinker and 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 1d2+1 body points (1d6+1 hit points on beings without BP) 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/E" if it is usable by elves and 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 1d2+1 body points (1d6+1 hit points on beings without BP) 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. The staff may also be used to cure paralysis on an unlimited number of creatures an unlimited number of times per day.

Staff of Power [MU/E]: 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/E]: 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: +2, 5 foot radius; 93-99: +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 body point per 10 minute turn (or 1 hit point per minute for beings without body points), 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 at 0 body points (or 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 affects 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 cannot 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 an arcane spellcaster. 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 an arcane spellcaster 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 an arcane spellcaster 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 to 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

Efreet 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 return's the owner's strength back to its normal value.

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

Helm of 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 arcane spellcasters. 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.

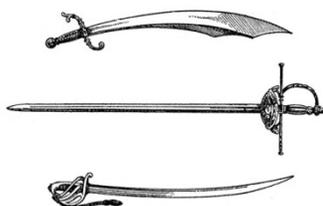
Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. If a creature is reflected in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its 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 reduce the AC by the amount specified. For example, leather armor +1 would reduce AC to 6 rather than 7.

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. Refer to the table below for magical armor weights and for rolling up the kind of armor found by a party.

d100 Roll	Armor Type	Unmodified AC	Magic Weight (lbs)
01-10	Banded mail	15	15
11-30	Chain mail	14	20
31-60	Leather	12	10
61-67	Padded	11	5
68-85	Plate mail	16	25
86-90	Scale mail	13	15
91-95	Splint mail	15	20
96-00	Studded leather	13	15

Magic Swords

Other powers beyond having a "+" to their attacks and damage sometimes apply to swords and other weapons. They 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. Some of these are detailed below, and others listed in the treasure tables are self-explanatory. Other weapons have powers that the wielder is able to command. These weapons are detailed below.

Sword +1, Flame Tongue: This sword is +2 against monsters that regenerate, +3 against avian monsters or monsters that have a cold-based attack, or are immune to fire, and this sword is +4 against all undead. 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/elf 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. When the last wish is used, the sword remains a sword +1 and still grants the +1 saving throw bonus.

Sword +1, Wish Blade: In addition to functioning as a sword +1, this sword contains 1d4 wishes. Refer to the magic-user spell wish for guidelines on granting wishes. Once the wishes have been used, the sword performs as a normal sword +1.

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/elf spell, 3 times in a week.

Sword +3, Frost Brand: This sword 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.

Other Magic Weapons

War Hammer +2, Dwarven Thrower: In the hands of a dwarf, the war hammer gains an additional +1 bonus (for a total bonus of +3) and gains the returning special ability. It can be hurled with a 60' range. When hurled, it deals triple damage against giants, ettins, ogres, and trolls. It does double damage when thrown against any other target.

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 GM may add to this list, or choose an appropriate creature type for the situation.

d20 Roll	Type	d20 Roll	Type
1	Avians	11	Giant animals
2	Chimera	12	Golems
3	Clerics	13	Halflings
4	Dragons	14	Magic-users
5	Dwarves	15	Mammals
6	Efreeti	16	Reptiles
7	Elementals	17	Sea creatures
8	Elves	18	Spiders
9	Fighters	19	Thieves
10	Giants	20	Undead

Sentient Swords

Particularly powerful magical swords are sometimes sentient, or thinking and intelligent entities. These weapons have motivations of their own, and may or may not be hostile to their wielder. The GM plays the personalities of these items in the same manner as an NPC. To create a sentient sword, refer to the categories below, which include Mental Character and Alignment, and Powers.

Intelligence: The first step to creating a sentient sword is to roll for its intelligence. The intelligence ability score will determine how many additional powers the sword possesses. Consult the table below.

d6 Roll	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	Verbal
5	11	3	0	Verbal, Read Magic
6	12	3	1	Verbal, read Magic

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 verbal communication actually produces an audible voice and speaks to those around it. Sentient swords capable of read magic do so as the magic-user/elf spell, but the ability is always active. Further, swords with the ability to read magic may also read the ordinary written language of any languages known.

Alignment: Every sentient sword 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 hit points of damage. For example, a chaotic sword will inflict 1d6 hp damage to a neutral character; it will inflict 2d6 hp damage to a lawful character. For this reason, a neutral sword will only ever inflict 1d6 hp of damage. Roll 1d10 to determine the sentient sword's alignment: 1-4: Chaotic; 5-6: Neutral; 7-10: Lawful.

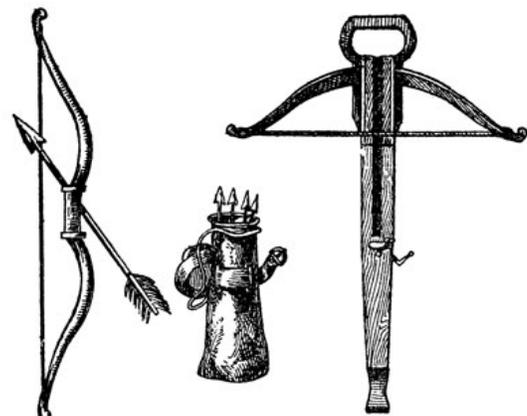
Psyche and Willpower: Sentient swords have a psyche rating from 1-12 (roll 1d12). This rating represents the overall strength of character that the sword has. In addition, sentient swords have a base willpower rating equal to the sum of its INT and psyche. A bonus of +1 is added to this rating for each spell-like power the sword possesses. Spell-like powers are discussed below.

A sentient sword may mentally wrestle for dominance with its wielder, depending on the sword's personality and desires. Under certain situations, the GM 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 WIS and STR. 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.

If the character loses, then he loses control of his actions for an amount of time determined by the LL. 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.



DreamHost

UNLIMITED
Disk Space

UNLIMITED
Bandwidth

24/7 Support

FREE hosting
for Non-profits

One-Click Web
Applications

WORDPRESS

Joomla!

Gallery2

phpBB

concrete5

Plus Many More.

Only \$8.95 Each Month

Sign Up Now!

Sign up for
DreamHost web
hosting using this
Promo Code and
you'll save \$42.00
from your first year
of hosting and the
RetroRoleplaying
Cancer Fund will get
\$55.00.

Promo Code:
RRCFSAVE42

<http://www.dreamhost.com/web-hosting/>

(Don't need web hosting?
Please pass this Promo Code on
to someone who does!)

Detection Powers Table

Roll d00	Detect	Additional Details
01-05	Evil	20' range
06-10	Good	20' range
11-15	Gems and Jewelry	60' range
16-25	Invisible or hidden	20' range
26-35	Secret doors	10' range, 3 usages per day
36-45	Metals (any specified)	60', lead blocks this ability
46-60	Moving walls and rooms	10' range
61-80	Sloping passages	10' range
81-96	Traps	10' range, 3 usages per day
97	Roll two times	
98-00	Spell-like Power (1)	

Spell-Like Powers Table

Roll d00	Power	Additional Details
01-10	Clairaudience	As clairvoyance below, but audible instead of visual
11-20	Clairvoyance	As the magic-user spell
21-25	Double damage	See below*
26-35	ESP	As the magic-user spell
36-40	Fly	As the magic-user spell, for 3 turns
41-45	Regenerate	See below**
46-50	Levitate	As the magic-user spell, for 3 turns
51-57	Phantasmal Force	As the magic-user spell
58-67	Telekinesis	As the magic-user spell, up to 200 pounds
68-77	Telepathy	As a <i>helm of telepathy</i>
78-86	Teleportation	As the magic-user spell
87-96	X-Ray Vision	As a <i>ring of x-ray vision</i>
97-99	Roll twice	
00	Roll three times	

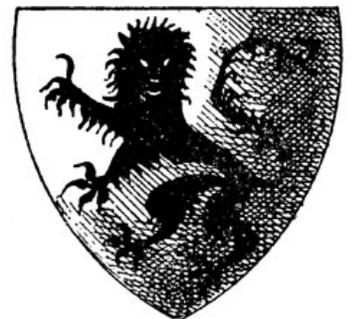
Sentient Sword Motivations: Sentient swords have a 5% probability of having a particular motivation (roll 01-05 on d00). These motivations involve the destruction of particular creatures, classes, or alignments. If a sword has a motivation, raise its INT and psyche each to 12. When a sentient sword is used to attack a being that fits its motivation, a special power is used against the opponent. These powers are determined by the alignment of the sword. A chaotic sword will turn an opponent to stone if the opponent is lawful. Likewise, a lawful sword will paralyze an opponent of chaotic alignment. Saving throws versus spells are allowed for each of these effects. A neutral sword grants the sword wielder a bonus of +1 to all saving throws when combating a creature of the motivational type (regardless of its alignment).

Roll 1d6 to determine a sentient sword's motivation, or the GM may choose an opponent type based on differing characteristics (all reptiles, beings of a certain religion, etc.): 1 – Clerics; 2 – Dwarves, fighters, and halflings; 3 – Elves and magic-users; 4 – Chaotic beings (if sword lawful); 5 – Lawful beings (if sword chaotic); 6 – Monster type (determine randomly).

Powers: Sentient swords can have two kinds of additional powers. These include detection powers and spell-like powers. Detection powers allow the sword to detect any of a number of possible items or inclinations. Spell-like powers often mimic spell effects. To use any of the powers detailed below, the sword wielder is required to be holding the sword and concentrating on the effect. All of the detection powers may only be used once in a round, and all spell-like powers may only be used 3 times total in one day. 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.

* 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 roll to hit.

** The sword can regenerate hit points with a rate of 1 hp per round, to a maximum of 6 hp per day. This table result can be combined if rolled more than once. If rolled twice, up to 12 hp may be healed, if rolled three times, up to 18 hp may be healed. Note that the rate of healing does not change.



Treasure Class Table

Small Treasure Hoards (Individuals)

Treasure Class	CP	SP	EP	GP	PP	Gems	Jewelry	Magic
0	-	-	-	-	-	-	-	-
1	4d6	-	-	-	-	-	-	-
2	-	2d8+1	-	-	-	-	-	-
3	-	-	1d10+1	-	-	-	-	-
4	-	-	-	1d8	-	-	-	-
5	-	-	-	-	1d6	-	-	-
6	1d00 (70%)	1d00 (5%)	-	1d00 (5%)	-	1d6 (7%)	1d4 (3%)	1 (3%) any
7	-	1d00 (15%)	1d00 (7%)	1d00 (8%)	1d00 (5%)	1d6 (15%)	1d4 (5%)	1 (7%) any

Large Treasure Hoards (Lairs)

Treasure Class	CP x1000	SP x1000	EP x1000	GP x1000	PP x100	Gems	Jewelry	Magic
8	-	-	-	-	-	-	-	1d4 scrolls (45%)
9	-	-	-	-	-	-	-	2d4 potions (45%)
10	-	-	-	1d8 (50%)	3d12 (40%)	2d8+4 (60%)	1d12 (40%)	-
11	-	-	-	-	-	1d6 (40%)	-	-
12	-	1d8 (25%)	1d4 (20%)	-	-	-	-	-
13	1d6 (25%)	1d4 (15%)	-	-	-	-	-	-
14	-	-	-	-	2d4 (30%)	1d12 (55%)	1d12 (45%)	1 (20%) any
15	2d12 (25%)	1d00 (60%)	1d8x10 (40%)	1d4x10 (60%)	4d6 (30%)	1d8x10 (55%)	1d8x10 (45%)	6 (18%) any 4, 1 potion, 1 scroll
16	-	-	-	1d6x10 (55%)	1d4 (45%)	2d8 (30%)	1d10 (20%)	6 (30%) any 5, 1 scroll
17	-	3d6 (15%)	1d6 (25%)	2d6 (45%)	1d4 (25%)	4d6 (25%)	1d8 (10%)	5 (30%) any 3 (no weapons), 1 potions, 1 scroll
18	2d6 (7%)	1d10 (35%)	1d6 (20%)	1d6 (30%)	-	1d8 (15%)	1d8 (10%)	4 (30%) any 3, 1 scroll
19	1d10 (10%)	1d10 (15%)	-	1d8 (55%)	-	1d6 (40%)	1d6 (40%)	4 (15%) any 2, 2 potions
20	1d12 25%	1d6 (30%)	1d6 (15%)	-	-	1d6 (20%)	1d6 (20%)	2 (12%) any
21	1d10 (45%)	1d4 (25%)	1d4 (30%)	1d4 (20%)	-	1d8 (30%)	1d4 (20%)	1 (12%) armor, sword, or miscellaneous weapon
22	1d8 (30%)	1d4 (20%)	1d6 (25%)	1d12 (40%)	1d4 (20%)	5d8 (55%)	5d8 (45%)	3 (25%) any

The GM chooses the appropriate row in the Treasure Class table, and for each column rolls the appropriate dice to determine whether certain treasure occurs, and if so in what quantity. When magic items are indicated, the GM either selects appropriate items or rolls randomly to determine items. To determine a random type of magic item roll 1d100: 01-20: Potions; 21-25: Rings; 26-56: Scrolls; 57-61: Rods, Staves, and Wands; 62-66: Ancient and Wondrous Items; 67-87: Swords; 88-92: Miscellaneous Weapons, 93-00: Armor.

Donate to the RetroRoleplaying Cancer Fund and Get Some PDF Goodies

Many Microlite81 gamers know that Randall Stukeby, the author of Microlite81 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 Microlite81 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's cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the Retroroleplaying Cancer Fund (via PayPal) and help them pay their bills.

Can You Help Pay the Cancer Bills?

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

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (<http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html>) and The Grimoire #2 (<http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html>)
- Pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite81 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 Microlite81 releases, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

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

Support Microlite81: Please donate if you can!

Notes on "Old School" Play

While Microlite81 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 Microlite81 -- 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 Microlite81. Instead, you just tell the GM what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

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

No Assumption of "Game Balance": Old style game sessions aren't about carefully balanced characters (who are all able to

shine equally at all times) who only run into situations carefully designed by the GM to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite81 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 Microlite81 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. Microlite81 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 Microlite81, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

Styles of "Old School" Play

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

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

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/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 considered expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things counterproductive 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 Microlite81 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 Microlite81 is the removal of all character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if their description of

what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only option d would require a die roll.

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

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

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

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

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

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

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

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

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

Guidelines Not Rules

Finally, remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite81 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 B/X 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 Microlite81 on the Microlite20 web site: <http://microlite20.net/>

Retroroleplaying Web Site

The author of Microlite81 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 Microlite81 in the Microlite81 board on the RetroRoleplaying forum.

Web Site: <http://www.retroroleplaying.com/>
Forum: <http://www.retroroleplaying.com/forum/>
Blog: <http://blog.retroroleplaying.com/>

Old School Internet Resources

Old-School Blogs

There are a lot of old-school blogs. Even a selection of just the ones I currently read regularly would fill up a page or two and would likely be out of date quickly. Fortunately, there is a great place to find old school RPG blogs -- the RPG Blog Network, check the Legacy D&D category: <http://www.rpgbloggers.com/>

Major Old-School Forums

Dragonsfoot

Very large forum discussing 1e and earlier, related games like retro-clones, Hackmaster, and Castles & Crusades. Many people who worked for TSR in the early days post here. Many free downloads including Footprints magazine and adventures.

<http://www.dragonsfoot.org/>

Knights & Knaves Alehouse

Discussions of B/X and 1e.
<http://knights-n-knaves.com/phpbb/>

Original D&D Discussion

Mainly discussions of B/X. Home of Fight On! Magazine.
<http://odd74.proboards76.com/>

The Piazza: Old D&D Campaign Worlds

Discussions of old published campaign worlds including many no longer officially supported.
<http://www.thepiazza.org.uk/bb/index.php>

Old School Product

A number of publishers are producing new material for old school games (using the OGL and retro-clones for compatibility). Many of these products are available through Lulu's Old School Renaissance group. Some downloadable products are free.
<http://stores.lulu.com/oldschoolren>

Microlite81 Trademark License

Note that this license only takes effect once the Final Version of Microlite81 is released. It is therefore NOT in effect now. You may use the Microlite81 trademarks in your own OGL products without obtaining prior permission from the trademark owner in two cases:

- 1) Adventures, campaign settings, and other supplements either designed specifically for Microlite81 or that are written for another Oe, B/X, BECMI or 1e rule set may be labeled "Suitable for use with Microlite81".
- 2) Microlite81 may be mentioned by name in documents (or sections of a larger product) written to provide information on converting adventures and other materials between one game system and another.

In no case may the Microlite81 trademarks be used in any manner than indicates a product is endorsed or otherwise approved by the author of Microlite81. The terms "Microlite81 Companion" and "Microlite81 Supplement" may not be used in the title of a product without permission in writing.

All other uses of the "Microlite81" trademarks in products requires permission in writing from the trademark owner. This permission will generally be given, so don't be afraid to ask.

Microlite81 Extended
Version 1.0 (March 23, 2014)

Copyright © 2014 Randall S Stucky

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

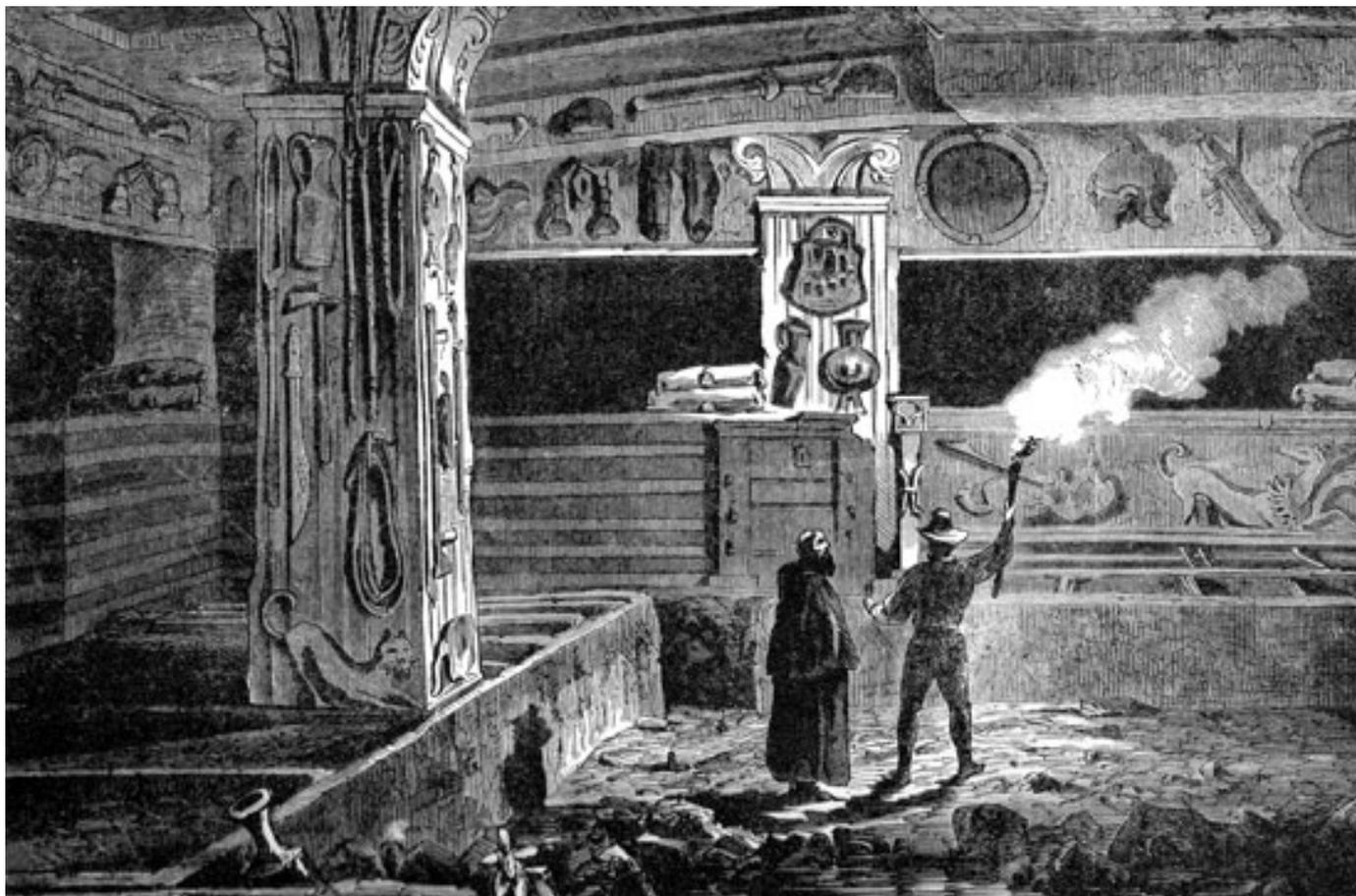
1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
 System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
 Microlite20 © 2006, Robin V. Stacey (robin@greywulf.net)
 Labyrinth Lord™ Copyright 2007-2009, Daniel Proctor. Author Daniel Proctor
 Darwin's World Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis.
 Mutant Future™ Copyright 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.
 Advanced Edition Companion, Copyright 2009-2010, Daniel Proctor. Author Daniel Proctor.
 Akrasia's Sword & Sorcery Rules Copyright 2009, Blain Neufeld.
 Crypts & Things Copyright 2011 Paul Newport
 Adventurer Conqueror King System © 2011-2012 Autarch LLC

ACKS Player's Companion © 2012 Autarch LLC
 Microlite20 © 2006, Robin V. Stacey (robin@greywulf.net)
 M20 Hard Core Rules © 2008, Alex Shroder
 Microlite74 © 2008, Randall S. Stukey
 Swords & Wizardry © 2008. Matthew J. Finch
 Swords & Wizardry: Whitebox © 2008. Matthew J. Finch Authors Matt Finch and Marv Breig
 Microlite74 2.0 © 2009, Randall S. Stukey
 Microlite75 © 2011, Randall S. Stukey
 Microlite74 Extended 3.0 © 2011, Randall S. Stukey
 Microlite74 3.0 Companion I © 2011, Randall S. Stukey
 Microlite74 Swords & Sorcery Edition © 2012, Randall S. Stukey
 Microlite74 3.0 Companion III © 2013, Randall S. Stukey
 Lords & Wizards Edition © 2013, Randall S. Stukey
 Microlite81 © 2013, Randall S. Stukey
 Microlite81 Extended © 2014, Randall S. Stukey
 [End of License]

This product is 100% Open Game Content except for Product Identity, as per the Open Game License above. Product Identity includes Microlite81, Microlite81 Extended, Microlite81 Advanced, Microlite81 Complete, Microlite81 Companion, Microlite81 Supplement, and Randall S. Stukey and all pictures and illustrations.



Microlite81 Extended

Microlite81 games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite81* games is to recreate the style and feel of the "B/X" edition of the world's first fantasy roleplaying game published back in 1981 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite81 Extended* rules are based on the Basic and Expert boxed sets published in 1981, often referred to as B/X. The rules are not intended to be a clone of the B/X rules, but rather a conversion of them (plus the designer's house rules from the late 1970s and some optional modern additions like Dragonborn and Tieflings) to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. These rules assume that the GM understands the basic concepts of roleplaying games, but provides information for both the GM and the players on the various "old school" styles of play. *Microlite81* games can easily use adventures and material from early editions of the world's most popular tabletop fantasy roleplaying game or modern clones.

A Publication of RetroRoleplaying.com

Copyright ©2014 Randall S. Stukey

Website: <http://www.retroroleplaying.com/>

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

Microlite74 Website: <http://microlite74.com/>