

Microlite20

Worlds of Fantasy – Player's Guide



A Player's Guide to Microlite20, the streamlined version of the Primary Fantasy SRD rules, for use by itself or in combination with other Primary Fantasy SRD compatible games.



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Special thanks to;

Robin V. Stacey for creating Microlite20.

Darrell King and Al Krombach for the Purest
Essence rules.

The Microlite20 community for all their
enthusiasm and ideas.

Seth Drebitko for keeping the legacy alive.

*"The goal was to create a simpler game but
one where all the resources of the Primary
Fantasy SRD (monsters, spells, adventures and
equipment) could be used without conversion."*

- The authors of Microlite20 Purest Essence.

On October 14th 2006 Greywulf (Robin V. Stacey)
replied to a thread on the ENWorld forums and
placed a link to his simplified version of the World's
Most Popular Role-Playing Game. Two days later he
started his own thread on those very forums,
"Microlite20: The Smallest Thing in Gaming." This
thread spanned 82 pages and 1,217 posts over a
year and four months before it was closed and
restarted due to the extreme length of the thread.

You could say Microlite20 met with some success.

On March 12th 2010 it was announced that
Microlite20 was sold to Seth Drebitko and...

...the adventure's just begun.#

Player's Guide

The Player's Guide will provide you with all the information necessary to create and play your own character in Microlite20 games.

Classes

There are four classes in Microlite20; Fighter, Rogue, Mage and Cleric that begin at level 1.

The Classes group together characters of like ability but these same characters may still vary greatly. For instance, a Fighter may be a well-armored, sword wielding knight, or a lightly-armored bowman or even a club-wielding barbarian. A Cleric might be a priest at a temple, or a shaman of a tribe or even a woods dwelling druid. Don't feel constrained by the Class options, let your imagination go and choose whichever Class is closest to what you have in mind.



Fighter – Fighters are masters of arms and martial abilities, usually of great strength.

- ❖ Fighters can wear any kind of armor, use all shields and wield any weapon.
- ❖ A Fighter's Primary Skill is Physical and they receive +3 bonus to the Skill.
- ❖ Fighters also receive a +1 bonus to all attack and damage rolls. This bonus increases by +1 at level 5 and every five levels thereafter, i.e. levels 10, 15, 20, etc.

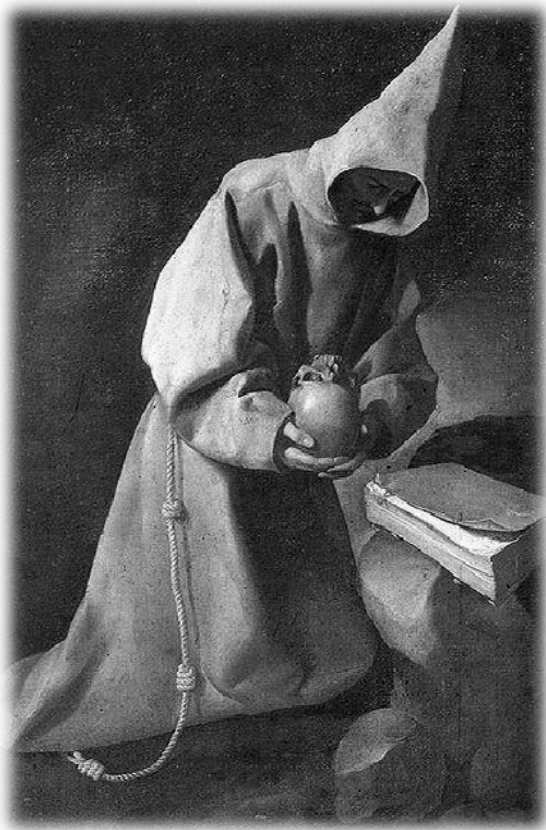
Rogue – Rogues prefer a more subtle approach over strength using their quick wits and fast hands.

- ❖ Rogues can wear light armor and use any weapon.
- ❖ A Rogue's Primary Skill is Subterfuge and they receive +3 bonus to the Skill.
- ❖ Backstab – If a Rogue "sneaks" up on an opponent by making a successful Skill check roll using the Subterfuge Skill and Dexterity Modifier the Rogue may then try to backstab (Melee or Missile) the opponent. If the backstab attack hits the opponent the Rogue may add their Subterfuge Skill score to the damage.



Mage – Mages have learned to absorb the energy around them and to release it as powerful spells.

- ❖ Mages wear no armor but can use any weapon.
- ❖ A Mage's Primary Skill is Knowledge and they receive +3 bonus to the Skill.
- ❖ Mages can cast spells from the arcane spell list and gain a "Signature Spell" every Level. Signature Spells are explained in the "Magic" section.



Cleric – Clerics are people dedicated to a cause or purpose and spend their lives spreading this ideal or living entirely for it.

- ❖ Clerics can wear light or medium armor and can use any weapon.



- ❖ A Cleric's Primary Skill is Communication and they receive +3 bonus to the Skill.
- ❖ Clerics can cast spells from the divine spell list and gain a "Signature Spell" every Level. Signature Spells are explained in the "Magic" section.
- ❖ Turn Undead – Clerics may also "turn" or destroy the undead. The Difficulty Class (DC) is the current Hit Points (HP) of the undead. If a Turn Undead roll plus the Cleric's Magic score beats the DC the undead flee from the caster. If the DC is exceeded by 10 or more the undead are destroyed. This can be used 2 + Level + Mind Modifier times a day.

Races

There are six races in Microlite20; Human, Elf, Dwarf, Halfling, Half-Elven, and Half-Orcish.

Human – Humans come in all shapes, sizes and colors. They are usually 5'-6' tall, can be anywhere from very slim to very large, with fair to dark skin, hair and eyes. Traditionally Humans can be found anywhere and small groups of Humans can spring up in a desirable location and grow into a large city in a relatively short amount of time. They are a very adaptable race, able to survive in almost any part of the realms.

- ❖ Humans receive a +1 bonus to all Skill checks.

Elf – Elves are a slightly smaller and lither race than the Humans with sharp features and pointed ears. They generally have fair skin, light hair and light-colored eyes though there are Dark Elves who possess dark skin and sometimes black hair. There are many kinds of the fairer Elves including; Wood, High, Forest, and Aquatic. Elves traditionally live apart from the other races and often times in more remote or inaccessible areas. Being a long-lived race Elves acquire a strong intelligence and wisdom over their many years.

- ❖ Elves receive a +2 bonus to their Mind score.

Dwarf – Dwarfs are a short and sturdy race averaging about 4' tall, with their tallest folk close to 5' 5" tall, with thick arms and legs. They generally have fair to ruddy skin, darker hair and brown eyes. There are a few kinds of Dwarves including, Hill, Grey and Mountain. Traditionally Dwarves are found in hilly or mountainous regions in great underground complexes carved out by themselves. They tend to be fond of architecture and knowledgeable about things found below ground such as rocks, minerals and gems.

- ❖ Dwarves receive a +2 bonus to their Strength (STR) score.



Halfling – Halflings are the smallest race, about half the size of Humans, and like Humans may be rather slim or prone to too much relaxation. They generally have fair to ruddy skin and eyes and hair in a variety of browns. Traditionally Halflings tend to keep to themselves but do not go out of their way to avoid the other races. They just seem to have placed themselves where Humans, Dwarves and Elves don't go or don't care to be. Halflings usually live in "holes" in hilly spots or low houses in light woods. When they want to, or the need arises, Halflings are a fairly quick and spry race.

- ❖ Halflings receive a +2 bonus to their Dexterity (DEX) score.

Half-Elven – Half-Elves are the intermixing of a Human and Elven parent. A seemingly sad race, Half-Elves have a short-lived Human parent and a long-lived Elven parent. This leaves them a cast-off from society and torn between two cultures. They can possess the features of either race or a combination of the two.

They are usually nomadic and wander between the Elven Nations and cities of man. Half-Elves gain the liveness and agility of their Elven heritage along with the adaptability of their Human parentage.

- ❖ Half-Elves receive a +1 Bonus to their Dexterity (DEX) score.
- ❖ Half Elves receive a bonus of +1 to any two Skills of their choice.

Half-Orcish – Half-Orcs are the unfortunate result of warfare and Human captivity. Half-Orcs are fairly large, often over 6' tall with dark hair, if they have any hair at all, and are fair to sickly-skinned in tone. Half-Orcs usually have no place in civilized cities except as laborers or mercenaries and often reside with their Orcish brethren. Orcs are normally brutish and combat-oriented except for that rare unique snowflake.

- ❖ Half-Orcs receive a bonus of +4 to their Strength (STR) score.
- ❖ Half-Orcs receive a -2 penalty to their Mind score.



Statistics (Stats)

There are four Statistics, or Stats, in Microlite20; Strength, Dexterity, Mind and Charisma. These Stats are used to define the natural characteristics of your character.

Strength (STR) – Strength is a measure of strength and toughness and is often used with the Physical Skill for some Skill checks.

- ❖ Adds to Melee attack rolls.
- ❖ Adds to Melee damage rolls.
- ❖ Adds to starting Hit Points (HP).
- ❖ Adds to some Skill checks.

Dexterity (DEX) – Dexterity is a measure of your hand-eye coordination and quickness that is often used with the Subterfuge Skill for some Skill checks.

- ❖ Adds to Initiative.
- ❖ Adds to Missile attack rolls.
- ❖ Adds to Armor Class (AC).
- ❖ Adds to some Skill checks.

Mind – Mind is a measure of your character's intelligence and wisdom that is often used with the Communication Skill for some Skill checks.

- ❖ Adds to Magic Difficulty Class (attacks).
- ❖ Adds to Magic saving throws (defense).
- ❖ Adds to some Skill checks.

Charisma (CHA) – is a character's personal appeal, magnetism, charm or presence. It helps a character when trying to encourage or persuade others.

- ❖ Adds to some Skill checks.

Each Stat is assigned a score from 3-18 that will determine a Stat Modifier. Anytime you use a Stat, such as Strength, its Modifier will be figured into your roll of the die or dice.

To determine your Stat score roll a six-sided die (d6) four times (4d6), drop the lowest die, and add up the other three dice and write this number down on a piece of paper. Repeat these steps two more times.

To figure the Stat Modifier for each of your three scores use the following;

$$(Stat-10)/2 = Stat\ Modifier\ (round\ down)$$

Or use this handy table instead.

Total	Modifier
3-4	-3
5-6	-2
7-8	-1
9-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4

You may assign your Statistic scores as you like.



Skills

In Microlite20 there are five Skills; Physical, Subterfuge, Knowledge, Communication and Survival.

Physical (PHY) – Physical covers any activity where the body plays a part in deciding the outcome such as jumping, bashing, swimming, etc.

Subterfuge (SUB) – Subterfuge is used for anything requiring stealth, deception, or thievery such as hiding, moving silently or picking a lock.

Knowledge (KNOW) – Knowledge is broad covering everything from geography and history to environment and can be used to identify monsters, recognize religious symbols or heal someone.

Communication (COM) – Communication is used for interacting with the GM's characters or monsters when you are trying to be diplomatic, convincing or proving a point.

Survival (SUR) – Survival is used for; tracking, foraging (in the woods or a city), hunting, determining direction or anything that helps a character to survive in their surroundings.

Every Class has a Primary Skill that is linked to their Class; Physical for Fighters, Subterfuge for Rogues, Knowledge for Mages and Communication for Clerics, this skill is equal to the character's level +3. Another Skill, player's choice, is a Secondary Skill and is equal to the character's level. All other skills are equal to 1/2 a character's level rounded down.

Using Skills

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must

match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character that is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

A skill check takes into account a character's training (Skill Ranks), natural talent (Stat modifier), and luck (the die roll). It may also take into account his or her race's knack for doing certain things (racial bonus).

To make a skill check, roll 1d20 and add your character's Skill Rank and the Stat modifier. Don't forget any race bonus if you have one. The higher the result the better.

A Skill check roll is;

***1d20 + Skill Rank + Stat Modifier
(+ any situational bonus/penalty)***

For example; If your character wanted to bash open a locked door you would make a Skill check using your Physical Skill score along with your Strength Statistic Modifier and add or subtract these numbers from a Skill check roll to try and equal or beat a Difficulty Class (DC) number, for bashing open the door, assigned by the GM.

Difficulty Class

Most checks are made against a Difficulty Class (DC). The DC is a number that you must score as a result on your skill check in order to succeed.

Difficulty	DC	Example (Skill Used)
Very easy	0	Notice something large in plain sight. (Knowledge+Mind)
Easy	5	Climb a knotted rope. (Physical+Strength)
Average	10	Hear an approaching guard. (Subterfuge+Mind)
Tough	15	Rig a wagon wheel to fall off. (Subterfuge+Dexterity)
Challenging	20	Swim in stormy water. (Physical+Strength)
Formidable	25	Open an average lock. (Subterfuge+Dexterity)
Heroic	30	Leap across a 30-foot chasm. (Physical+Strength)
Nearly impossible	40	Track a squad of orcs across hard ground after 24 hours of rainfall. (Survival+Mind)

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

If you are ever unsure which Skill or Statistic should be used ask the Game Master (GM) and they will tell you which to use or discuss which seem the most appropriate according to the situation. You may also review the lengthy Skills check list in the Game Master's Guide for more information.

Favorable and Unfavorable Conditions

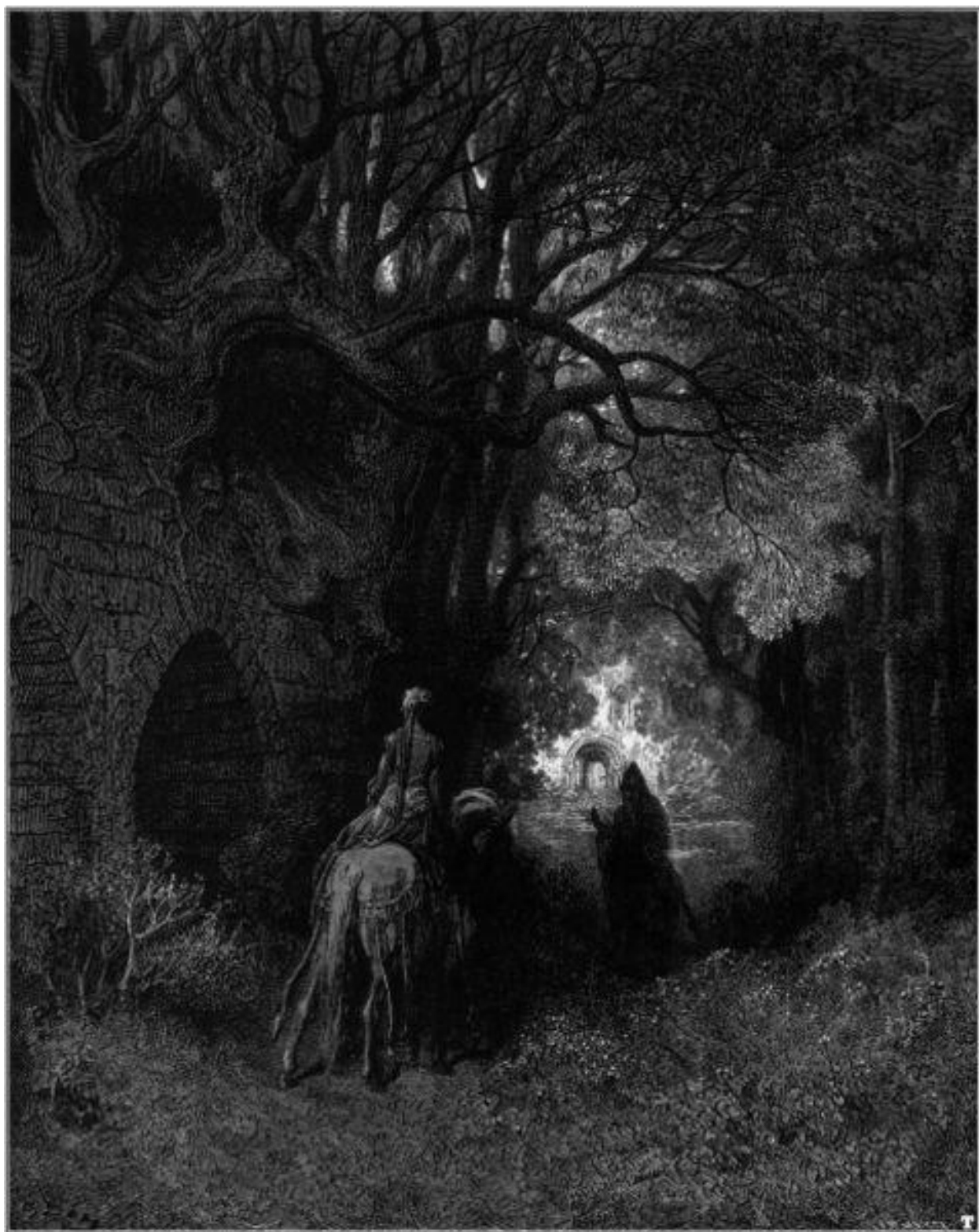
Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result, they create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

Your GM will tell you if there are any bonuses or penalties to the Skill rank or DC.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.



#

Magic

Both Mage and Clerics can cast spells. Mages cast spells by absorbing the energies around them and releasing it as a spell and Clerics by petitioning their god or drawing power from the environment around them.

Mage can cast any arcane spell available to them and Clerics can cast any divine spell available to them.

Spell Hit Point Cost

Casting a spell costs a spell caster Hit Points (HP). This is a reflection of the toll it takes on a caster to draw on the energy, power, and concentration necessary to cast the spell.

The Hit Point (HP) cost is;

1 + Double the Level of the Spell Cast.

Spell Level	HP Cost
0	1
1	3
2	5
3	7
4	9
5	11
6	13
7	15
8	17
9	19

This Hit Point (HP) loss must be healed normally, requiring eight hours of rest.

Spell Attacks and Defending

Casting spells and defending against them use the character's Magic bonus score. The Magic bonus score is;

Character's Level + Mind Modifier

A spell caster's spell has a Difficulty Class (DC) that the opponent must beat to defend against the spell or else suffer the spells effects. This is called a "Saving Throw."

The Difficulty Class (DC) for a spell is;

10 + Caster's Magic Bonus

A saving throw is a d20 roll plus a Statistic (Stat) score modifier and Skill rank. The spells description will list which Statistic and Skill to use, or your GM will tell you.

To defend against Magic is;

1d20 + Appropriate Stat modifier + Appropriate Skill Rank

This is only used when a caster is targeting an opponent and not when targeting themselves or a willing target.

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

Signature Spells

Mages and Clerics also each have Signature Spells. A Mage and Cleric choose one spell per spell level, or as the spell level becomes available to them, starting at spell level 1. These should be spells that the Mage or Cleric prefers using over other spells and will cost 1 Hit Point (HP) less to cast due to the familiarity of the spell.

The complete arcane and divine spell lists can be found in the "Spells" section.



Combat

Eventually any and all characters will find themselves standing toe-to-toe with some foul monster, after all, how else are you going to achieve fame and fortune? Before we get to swinging a sword or firing an arrow though we need to determine who goes first and in what order everyone else follows.

Initiative (INI)

Initiative is a way to determine who goes first in combat and in what order the other characters and opponents take their turns. Initiative is determined by rolling the twenty-sided die (d20) and adding a character's Dexterity Modifier to the roll result. The character or opponent with the highest Initiative acts first followed by the next highest, etc., etc.

A character can take one action per turn; move, attack, cast a spell, etc.

When the last character or opponent has taken a turn then a new round begins and you

start again with the highest Initiative (using your original Initiative roll not a new Initiative roll.) A round is generally considered about 6 seconds of time.

Attacking and Defending

Attacking in combat basically comes down to rolling the d20 and adding either your character's Melee or Missile score in an attempt to beat your opponent's Armor Class (AC).

Melee score

A character's Melee score will be used when they are attacking with a melee weapon, such as a sword or mace.

The Melee Bonus is;

***Level + Strength Modifier
(+ Fighter Class Bonus)***

Missile score

A character's Missile score will be used when they are attacking with a ranged weapon, such as a bow or crossbow. The Missile Bonus is;

$$\text{Level} + \text{Dexterity Modifier} \\ (+ \text{Fighter Class Bonus})$$

If you successfully beat the opponents Armor Class (AC) then you do damage according to the type of weapon used.

Armor Class (AC)

A character's Armor Class (AC) represents how hard it is to hit the character with a melee or missile weapon. Armor Class (AC) is;

$$10 + \text{Dexterity Modifier} + \text{Armor bonus}$$

Weapon Damage (D)

On a successful hit with a melee or missile weapon damage is taken from the target's Hit Points (HP). The damage is based primarily on the weapon type used and its associated damage die, notated as D1d6, or D1d8, etc. See the "Weapons and Armor" section for weapon types and their damage.

Damage with a melee weapon is;

$$\text{Weapon type} + \text{Strength Modifier} \\ (+ \text{Fighter Class bonus})$$

Damage with a missile weapon is;

$$\text{Weapon Type} \\ (+ \text{Fighter Class bonus})$$

Hit Points (HP)

Hit Points are an abstract way of measuring the health of your character and how hard he or she is to defeat.

A character's Hit Points are;

$$\text{Strength score} + 1d6 \text{ per Level}$$

If a character's Hit Points (HP) reach 0 they are unconscious and near death. Further damage reduces the character's Strength score and when Strength reaches 0, death. A character at 0 or negative Hit Points (HP) will lose 1 point of STR a round unless a Healing Skill check is made on the character or another form of restoring health, such as a spell, is used.

Critical

If a Natural 20 is rolled on an attack, a "20" on the d20 before Modifiers or bonuses, then you score an automatic hit doing maximum damage.

Multiple Attacks

When a character's Melee score is 6 or more a second attack may be made at a -5 penalty. If the total Melee score is +11 then a second attack may be made at +5 and a third at +1. See the table below for the progression of extra attacks.

Attack Bonus	Additional Attacks	
+6	+1	-
+7	+2	-
+8	+3	-
+9	+4	-
+10	+5	-
+11	+6	+1
+12	+7	+2
+13	+8	+3

Two-Handed Weapons

If a two-handed weapon is being wielded, when figuring damage, add the Strength Modifier x2.

Two-Weapon Combat

Fighters and Rogues can wield two light weapons and attack with both in a round if they take a -2 penalty to their Melee attack rolls that round.

Light Weapon Combat

Fighters and Rogues have the option of using their Dexterity Modifier + Level as their Melee score, instead of Strength + Level, if wielding a light weapon. Any damage on a successful hit still uses the STR Modifier for any bonus or penalty.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness may call for listen Skill checks, spot Skill checks, or other checks.

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an action during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Speed

Your speed tells you how far you can move in a round and still do something, such as attack or

cast a spell. Your speed depends mostly on your race and what armor you're wearing.

Dwarves and Halflings have a speed of 20 feet (4 squares), or 15 feet (3 squares) when wearing medium or heavy armor (except for dwarves, who move 20 feet in any armor). Humans, Elves, Half-Elves, and Half-Orcs have a speed of 30 feet (6 squares), or 20 feet (4 squares) in medium or heavy armor.

If you spend your entire action moving you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your speed (or triple if you are in heavy armor). You can also climb (up to one-quarter of your speed) or swim (up to one-quarter of your speed).

Charge

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles).

After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a -2 penalty to your AC until the start of your next turn.

Grapple

To start a grapple, you need to grab and hold your target. Starting a grapple requires a successful melee touch attack roll. A melee touch attack is one where the defender does not count their armor bonus towards their Armor Class (AC). If you get multiple attacks, you can attempt to start a grapple multiple times (at successively lower base attack bonuses).

If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike. If you lose, you simply fail to start the grapple.

In case of a tie, the combatant with the higher Statistic modifier wins. If this is a tie, roll again to break the tie.

Trip

Make an unarmed melee touch attack against your target (an attack where the opponent does not count their armor bonus towards their Armor Class).

If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength (whichever Statistical (Stat) score has the higher modifier). The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. A tripped character is prone.

Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack.

Saving Throws

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a Skill rank and a Statistic (STAT) score modifier. Your GM will tell you what Statistic (STAT) and Skill to use.

Note: For those of you using Microlite20 with compatible Primary Fantasy SRD rules adventures that contain the Fortitude, Reflex, and Will saving throws use the following conversion to replace those saving throws.

Saving Throw	Replace with
Fortitude	Physical Skill + Strength Mod.
Reflex	Physical Skill + Dexterity Mod.
Will	Level + Mind Modifier



Level Advancement

In Microlite20 characters advance to higher levels by gaining Encounter Levels (EL's). Encounter Levels (EL's) are awarded to characters that defeat monsters and perform certain Skill checks successfully, such as disarming a trap.

When your character has accrued 10 x your current level in Encounter Levels you've advanced to the next level. Once you've advanced to the next level reset your Encounter Levels total back to 0.

Each time you gain a new Level you add;

- ❖ 1d6 to Hit Points (HP)
- ❖ +1 to all attack rolls
- ❖ Increased Skill ranks
- ❖ If the Level divides by 3, i.e. Levels 3, 6, 9, etc., add +1 point to Strength, Dexterity or Mind.

Fighters should remember they gain +1 to attack and damage rolls at Levels 5, 10, 15, etc.

Mage and Clerics gain access to new spell levels at Levels 3, 5, 7, 9, etc.

For Example; A Level 1 party has just finished an adventure and defeated five Encounter Level (EL) 1 combats, an Encounter Level 3 leader and an Encounter Level 2 trap. That totals 10 Encounter Levels (EL's) so everyone in the party advances to Level 2. The party will need to defeat another 20 Encounter Levels (EL's), 10 x their current Level of 2, to reach Level 3.

The Game Master (GM) will tell you how many Encounter Levels (EL's) were gained after each encounter or Skill check, or at the end of the adventure.

Character Creation Summary

Character Creation Steps	
1.	Choose a Class.
2.	Choose a Race.
3.	Roll your character's Statistics (Stats), assign, and calculate Modifiers.
4.	Assign Skill scores.
5.	Determine Melee Bonus, Hit Points (HP), Missile Bonus and Magic Bonus scores.
6.	Buy weapons and equipment.
7.	Figure Armor Class (AC).

Sample Characters

Hadsui, Wild Plains Warrior – Human Fighter 1

STR 16 (+3), DEX 14 (+2), MIND 12 (+1)
HP 19, AC 14 (Leather Armor), Spear +4
D1d8+4, PHY 5, SUB 1, all others @ 0.

Rosenfel the Fingersmith – Human Rogue 1

STR 10 (+0), DEX 18 (+4), MIND 12 (+1)
HP 13, AC 16 (Leather Armor), Dagger +5
D1d4 10', SUB 5, PHY 1, all others @ 0.

Rimalisse, Spellbinder – Elf Mage 1

STR 12 (+1), DEX 13 (+1), MIND 16 (+3)
HP 15, AC 11 (Robes), Quarterstaff +2
D1d6+1, KNOW 4, PHY 1, all others @ 0.
Spells: All Level 0 and Level 1 arcane spells.

Lady Maydee, Spiritweaver – Human Cleric 1

STR 10 (+0), DEX +16 (+3), MIND 13 (+1)
HP 13, AC 18 (Chainmail), Mace +1
D1d8, COM 5, PHY 1, all others @ 0.
Spells: All Level 0 and Level 1 divine spells.

Bagaduce the Battlerager – Halfling Fighter 1

STR 16 (+3), DEX 15 (+2), MIND 9 (+0)
HP 19, AC 18 (Chainmail), Spiked Chain +5
D2d4+4, PHY 4, SUR 1, all others @ 0.

Equipment

Starting Wealth

Each character Class begins with a certain amount of acquired wealth.

Class	Amount
Fighter	150 GP
Rogue	125 GP
Mage	75 GP
Cleric	120 GP

"Copper and silver are for the common folk while Gold is like a King, loved by all, but everyone knows the true power behind a King is his Queen...and the Queen is Platinum."

– Rosenfel the Fingersmith

Range Increment: Any attack at less than the range increment distance is not penalized for range. After the initial range increment a cumulative -2 penalty on the attack role is applied to each additional range increment.

A thrown weapon will have a maximum of five range increments while a projectile weapon will fire out to ten range increments.

Light Weapons

Weapon	Cost	Damage	Range
Unarmed Strike	-	1d3	-
Axe, Throwing	8 GP	1d6	10 ft.
Dagger	2 GP	1d4	10 ft.
Hammer, Light	1 GP	1d6	20 ft
Handaxe	6 GP	1d6	-
Mace, Light	5 GP	1d6	-
Pick, Light	4 GP	1d4	-
Sap	1 GP	1d6	-
Sickle	6 GP	1d6	-
Shortsword	10 GP	1d6	-

Coinage of the Realms

The most common coin is the silver piece (SP). A silver piece is worth 10 copper pieces (CP), 1/10 of a gold piece (GP) and 1/100 of a platinum piece (PP) which is the rarest of coins.

Exchange	CP	SP	GP	PP
CP	1	1/10	1/100	1/1,000
SP	10	1	1/100	1/100
GP	100	10	1	1/10
PP	1,000	100	10	1

Weapons

Weapons are divided up into groups of; Light Weapons, One-Handed Weapons, Two-Handed Weapons and Ranged Weapons. Each grouping includes a weapons cost, damage type die, and range if applicable.

Cost: This is the cost for purchasing the weapon. The cost also includes miscellaneous gear that goes with the weapon such as 20 arrows, bolts or sling stones for a bow, crossbow, or sling.

Damage: The damage column indicates the damage die used when a successful attack is made.

One-Handed Weapons

Weapon	Cost	Damage	Range
Battleaxe	10 GP	1d8	-
Club	-	1d6	10 ft.
Flail	8 GP	1d8	-
Longsword	15 GP	1d8	-
Mace, Heavy	12 GP	1d8	-
Morningstar	8 GP	1d8	-
Pick, Heavy	8 GP	1d6	-
Rapier	20 GP	1d6	-
Scimitar	15 GP	1d6	-
Shortspear	1 GP	1d6	20 ft.
Sword, Bastard	35 GP	1d10	-
Trident	15 GP	1d8	10 ft.
Waraxe, Dwarven	30 GP	1d10	-
Warhammer	12 GP	1d8	-
Whip*	1 GP	1d3	-

Two-Handed Weapons

Weapon	Cost	Damage	Range
Chain, Spiked*	25 GP	2d4	-
Falchion	75 GP	2d4	-
Flail, Heavy	15 GP	1d10	-
Flamberge	50 GP	1d12	-
Glaive*	8 GP	1d10	-
Greataxe	20 GP	1d12	-
Greatclub	5 GP	1d10	-
Greatsword	50 GP	2d6	-
Guisarme*	9 GP	2d4	-
Halberd	10 GP	1d10	-
Lance*	10 GP	1d8	-
Longspear*	5 GP	1d8	-
Quarterstaff	-	1d6	-
Scythe	18 GP	2d4	-
Spear	2 GP	1d8	20 ft.

*Glaives, guisarmes, lances, longspear, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him. Most reach weapons double the wielder's natural reach, meaning that a typical wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. Spiked chains may make both reach and normal attacks.

Ranged Weapons

Weapon	Cost	Damage	Range
Crossbow, Hand	100 GP	1d4	30 ft.
Crossbow, Heavy	50 GP	1d10	120 ft.
Crossbow, Light	35 GP	1d8	80 ft.
Dart	5 SP	1d4	20 ft.
Javelin	1 GP	1d6	30 ft.
Longbow	75 GP	1d8	100 ft.
Net	20 GP	-	10 ft.
Shortbow	30 GP	1d6	60 ft.
Sling	-	1d4	50 ft.

Armor

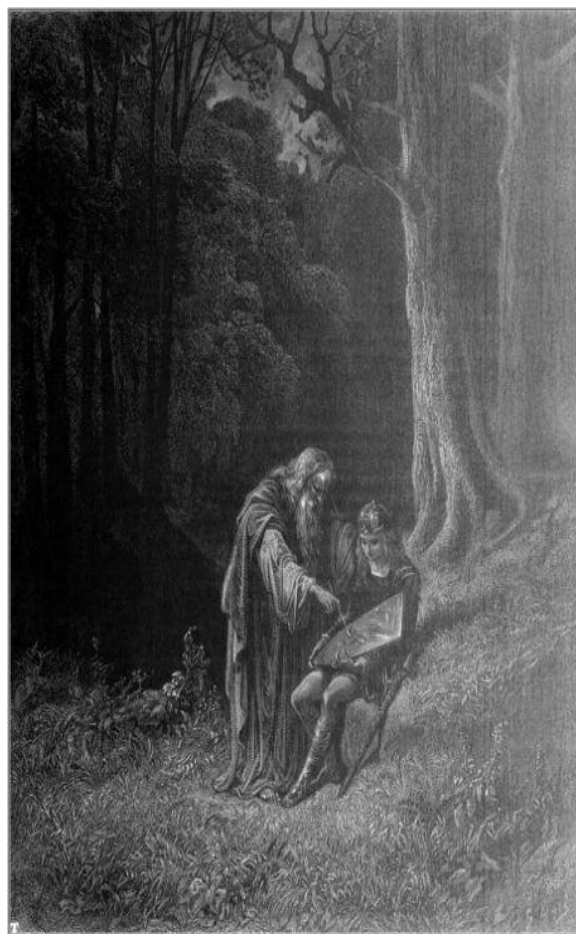
Armor is divided up into groups of armor types and shields.

Cost: The cost for purchasing the armor or shield.

AC Bonus: This is the Armor Class (AC) bonus provided for wearing the armor.

Armor Types

Armor	Cost	AC Bonus
Padded	2 GP	+1
Leather	10 GP	+2
Studded Leather	25 GP	+3
Chain Shirt	100 GP	+4
Hide	15 GP	+3
Scale Mail	50 GP	+4
Chainmail	150 GP	+5
Breastplate	200 GP	+5
Splint Mail	200 GP	+6
Banded Mail	250 GP	+6
Half-Plate	600 GP	+7
Full Plate	1,500 GP	+8



Shields

Armor	Cost	AC Bonus
Buckler	15 GP	+1
Shield, Light Wooden	3 GP	+1
Shield, Light Steel	9 GP	+1
Shield, Heavy Wooden	7 GP	+2
Shield, Heavy Steel	20 GP	+2
Shield, Tower	30 GP	+4

Adventuring Gear

A level 1 character will have just enough starting wealth to get them self equipped with arms, armor and some adventuring gear.

Fast Packs

A quick way to get a character started, or for the Game Master (GM) to equip a Non-Player Character (NPC) or hireling, is to use a “Fast Pack.” Fast Packs are pre-compiled sets of adventuring gear. Fast Packs are 50gp each.

Delver Pack

Backpack, Belt Pouch, Bedroll, Rations (4 Days), Waterskin, Lantern, Oil (3 Flasks), Flint and Steel, Pole (10’), Rope 50’, Caltrops, Crowbar, Ram (Portable).

Explorer Pack

Backpack, Belt Pouch, Bedroll, Rations (4 Days), Waterskin, Tent, Torch (6), Flint and Steel, Rope 50’, Grappling Hook, Pitons (3), Hammer.

Hunter Pack

Backpack, Belt Pouch, Bedroll, Rations (4 Days), Waterskin, Lantern, Oil (3 Flasks), Flint and Steel, Rope 50’, Caltrops, Chain 10’, Manacles, Lock (Good).

Each Fast Pack also comes with the following dependent on your character’s Class;

- ❖ Fighter – Vial of Holy Water and 5 GP
- ❖ Rogue – Thieves Tools
- ❖ Cleric – Silver Holy Symbol and 5 GP
- ❖ Mage – Spellbook and 5 GP

Adventuring Gear	Cost
Backpack	2 GP
Bedroll	1 SP
Caltrops	1 GP
Candle	1 CP
Case (scroll)	1 GP
Chain 10’	30 GP
Chalk	1 CP
Crowbar	2 GP
Grappling Hook	1 GP
Hammer	5 SP
Holy Symbol, Wooden	1 GP
Holy Symbol, Silver	25 GP
Ink	8 GP
Lantern	12 GP
Lock, Simple	20 GP
Lock, Average	40 GP
Lock, Good	80 GP
Lock, Amazing	25 GP
Manacles	150 GP
Oil (1 Pint Flask)	1 SP
Piton	1 SP
Pole (10 foot)	2 SP
Pouch, Belt	1 GP
Ram (portable)	10 GP
Rations, Trail (1 day)	5 SP
Rope, Hempen 50’	1 GP
Sack	1 SP
Spell book	15 GP
Spyglass	1000 GP
Tent	10 GP
Torch	1 CP
Thieves Tools	30 GP
Vial of Holy Water	25 GP
Waterskin	1 GP

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2- pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops

make an attack roll (attack bonus +0) against the creature. For this attack, the creature's shield, armor, and spell bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble. Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

Crowbar: A crowbar it grants a +2 bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed weapon that deals bludgeoning damage equal to that of a club.

Flint and Steel: Lighting a torch with flint and steel takes a round and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully requires a Skill check (DEX + SUB, DC 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a one-handed weapon that deals bludgeoning damage equal to that of a light hammer.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Lantern: A lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a lantern in one hand.

Lock: The DC to open a lock with a Skill check depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles: Manacles can bind a Medium creature. A manacled creature can use a Skill check to slip free (DEX + Sub, DC 30). Breaking the manacles requires a Strength check (DC 26).

(Most manacles have locks; add the cost of the lock you want to the cost of the manacles.)

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon but it takes

a full round to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a turn in a round to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a Skill check PHY + DEX, DC 15. Rolling on the ground provides the target a +2 bonus on the Skill check. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Piton: A piton is a metal spike with an eye through which a rope may be passed.

Ram, Portable: This iron-shod wooden beam gives you a +2 bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by +2.

Rope, 50': This rope has 2 hit points and can be burst with a DC 23 Strength check.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Vial of Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A vial of holy water can be thrown as a splash weapon. Treat this attack as a ranged attack with a range increment of 10 feet. A vial breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature you must be adjacent to it and pour the holy water out onto the target. Doing so is still a ranged attack. A direct hit by a vial of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the vial hits takes 1 point of damage from the splash.

Temples to good deities sell holy water at cost (making no profit).

Mounts and Related Gear

Good or Services	Cost
Barding	
Medium creature	X2
Large creature	X4
Bit and Bridle	2gp
Dog, guard	25gp
Dog, riding	150gp
Donkey or mule	8gp
Feed (per day)	5cp
Horse	
Horse, heavy	200gp
Horse, light	75gp
Pony	30gp
Warhorse, heavy	400gp
Warhorse, light	150gp
Warpony	100gp
Saddle	
Military	20gp
Pack	5gp
Riding	10gp
Saddle, exotic	
Military	60gp
Pack	15gp
Riding	30gp
Saddlebags	4gp
Stabling (per day)	5sp

Transport

Goods or Services	Cost
Carriage	100gp
Cart	15gp
Galley	30,000gp
Keelboat	3,000gp
Longship	10,000gp
Rowboat	50gp
Sailing Ship	10,000gp
Sled	20gp
Wagon	35gp
Warship	25,000gp

Buildings

Building	Cost
Simple house	1,000gp
Grand house	5,000gp
Mansion	100,000gp
Tower	50,000gp
Keep	150,000gp
Castle	500,000gp
Huge Castle	1,000,000gp
Moat with bridge	50,000gp

Simple House - This one- to three-room house is made of wood and has a thatched roof.

Grand House - This four- to ten-room house is made of wood and has a thatched roof.

Mansion - This ten- to twenty-room residence has two or three stories and is made of wood and brick. It has a slate roof.

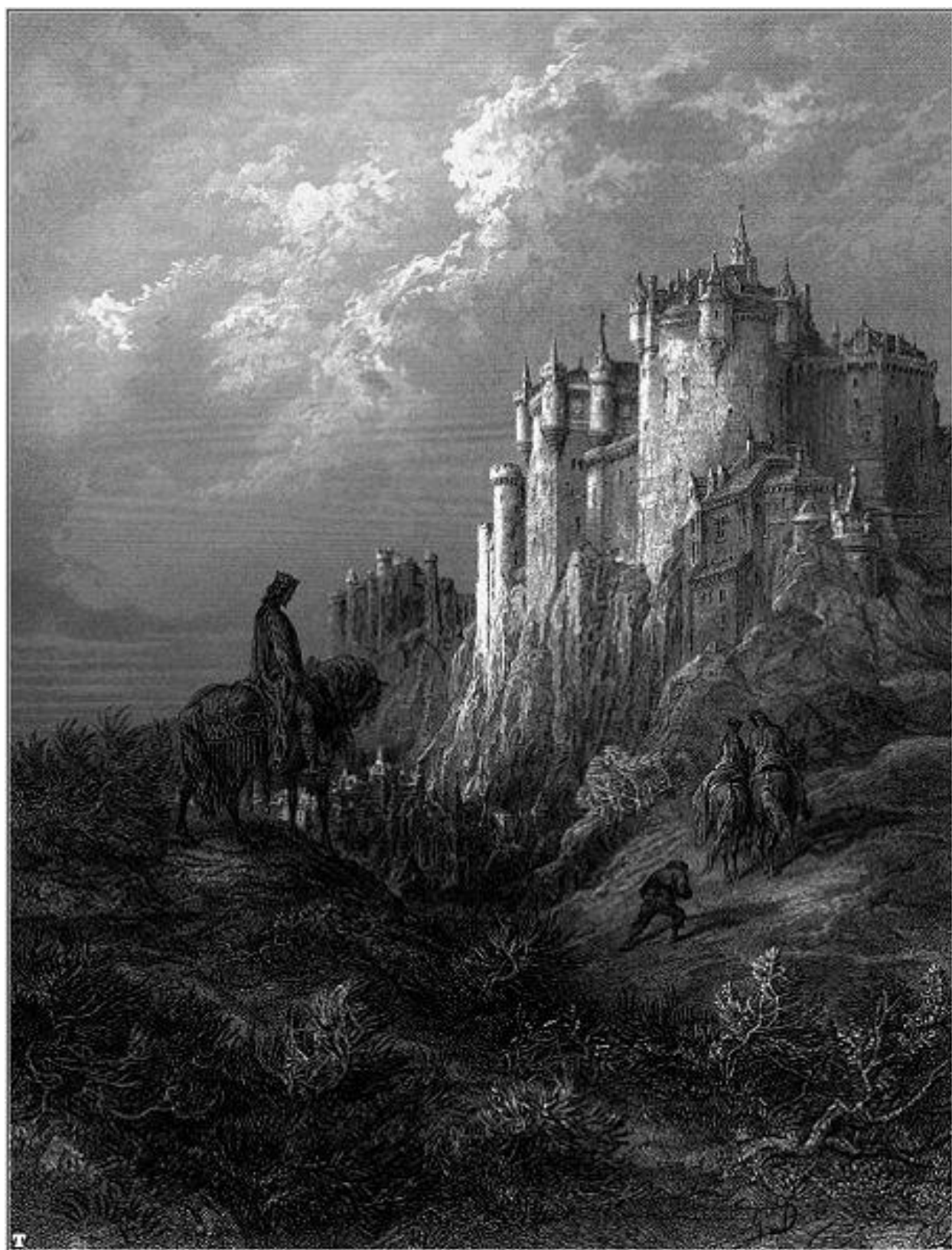
Tower - This round or square, three-level tower is made of stone.

Keep - This fortified stone building has fifteen to twenty-five rooms.

Castle - A castle is a keep surrounded by a 15-foot stone wall with four towers. The wall is 10 feet thick.

Huge Castle - A huge castle is a particularly large keep with numerous associated buildings (stables, forge, granaries, and so on) and an elaborate 20-foot-high wall that creates bailey and courtyard areas. The wall has six towers and is 10 feet thick.

Moat with Bridge - The moat is 15 feet deep and 30 feet wide. The bridge may be a wooden drawbridge or a permanent stone structure.



Spells

The spells in Microlite20 are divided up into two lists, arcane and divine and further divided up by the spell levels. Arcane spells are used by the Mage Class and the divine spells are used by the Cleric Class.

Below are explanations of the headings for the spell lists.

Name

The first line of every spell description gives the name by which the spell is generally known.

Effect and Descriptive Text

This portion of the spell description details what the spell does and how it works. If one of the entries in the description included “see text,” this is where the explanation is found.

Range

A spell’s range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell’s range is the maximum distance from you that the spell’s effect can occur, as well as the maximum distance at which you can designate the spell’s point of origin. If any portion of the spell’s area would extend beyond this range, that area is wasted. Standard ranges include the following;

Personal – This spell affects only you.

Touch – You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell.

Close – The spell reaches as far as 25 feet away from you. The maximum range increases by 5 feet for every two full caster levels.

Medium – The spell reaches as far as 100 feet + 10 feet per caster level.

Long – The spell reaches as far as 400 feet + 40 feet per caster level.

Unlimited – The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet – Some spells have no standard range category, just a range expressed in feet.

Duration

A spell’s Duration entry tells you how long the magical energy of the spell lasts.

Timed Durations – Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell’s duration is variable the duration is rolled secretly (the caster doesn’t know how long the spell will last).

Instantaneous (instant) – The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent – The energy remains as long as the effect does. This means the spell is vulnerable to dispel magic.

Concentration (con.) – The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is an action. Anything that could break your concentration when casting a spell can also break your concentration while you’re maintaining one, causing the spell to end.

You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates (neg.) – The spell has no effect on a subject that makes a successful saving throw.

Partial (par.) – The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half (1/2) – The spell deals damage, and a successful saving throw halves the damage taken (round down).

None – No saving throw is allowed.

Disbelief (dis.) – A successful save lets the subject ignore the effect.

Saving Throw Difficulty Class

A saving throw against a spell has a DC of 10 + the caster's level + the caster's MIND bonus.

Succeeding on a Saving Throw

A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

Automatic Failures and Successes

A natural 1 (the d20 comes up 1) on a saving throw is always a failure and a natural 20 (the d20 comes up 20) is always a success.

Spell Resistance

SR – Spell Resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level Skill check (1d20 + caster level + MIND bonus) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check.

The spell resistance entry tells you whether spell resistance protects creatures from the spell.



Arcane Spells



Arcane Spells 0

Name	Effect	Range	Duration	Save	SR
Arcane Mark	Inscribes a personal rune (visible or invisible).	0 ft.	Permanent	None	No
Dancing Lights	Figment torches or other lights.	Medium	1 minute	Mind+KNOW dis.	No
Daze	Creature loses next action.	Close	1 round	Mind+KNOW neg.	Yes
Detect Magic	Detects spells and magic items within 60 ft.	60 ft.	Con. 1min./lvl	None	No
Disrupt Undead	Deals D1d6 to one undead.	Close	Instant	None	Yes
Ghost Sound	Figment sounds.	Close	1 round/lvl	Mind+KNOW dis.	No
Light	Object shines like a torch.	Touch	10 min./lvl	None	No
Mage Hand	5-pound telekinesis.	Close	Con.	None	No
Prestidigitation	Performs minor tricks.	10 ft.	1 hour	None	No
Read Magic	Read scrolls and spell books.	Personal	10 min./lvl	None	--
Resistance	Subject gains +1 on saving throws.	Touch	1 minute	None	Yes

Arcane Spells 1

Name	Effect	Range	Duration	Save	SR
Feather Fall	Objects or creatures fall slowly, 60'/round	Close	1 round/lvl	None	Yes
Floating Disk	3-ft.-diameter horizontal disk that	Close	1 hr./lvl	None	No

	holds 100 lb./level.				
Mage Armor	Gives subject +4 armor bonus.	Touch	1 hr./lvl	None	Yes
Magic Missile	1d4+1 damage; +1 missile/2 levels above 1st (max +5).	Medium	Instant	None	Yes
Protection from Evil	+2 AC and saves, counter mind control, hedge out elementals and outsiders.	Touch	1 min./lvl	None	No
Protection from Good	+2 AC and saves, counter mind control, hedge out elementals and outsiders.	Touch	1 min./lvl	None	No
Ray of Enfeeblement	Ray reduces STR by 1d6 points +1 point/2 levels.	Close	1 min./lvl	STR+PHY neg.	Yes
Shocking Grasp	Touch delivers 1d8 +1/level electricity.	Touch	Until discharged	None	Yes
Sleep	Put 2d4 HD of creatures into comatose slumber.	Medium	1 min./lvl	Mind+KNOW neg.	Yes

Arcane Spells 2

Name	Effect	Range	Duration	Save	SR
Blur	Attacks miss 20% of the time.	Touch	1 min./lvl	None	Yes
Bull's Strength	Subject gains 1d4+1 STR.	Touch	1 hr./lvl	None	Yes
Cat's Grace	Subject gains 1d4+1 DEX.	Touch	1 hr./lvl	None	Yes
Darkness	20-ft. radius of supernatural darkness.	Touch	10 min./lvl	None	No
Darkvision	See 60 ft. in total darkness.	Touch	1 hr./lvl	None	Yes
Daylight	60-ft. radius of bright light.	Touch	10 min./lvl	None	No
Endurance	Gain 1d4+1 PHY.	Touch	1 hr./lvl	None	Yes
Flaming Sphere	Rolling ball of fire, 2d6 damage, lasts 1 round/level/target, M 30'.	Medium	1 round/lvl	DEX+PHY neg.	Yes
Invisibility	Subject is invisible until it attacks.	Personal or touch	10 min./lvl	None	Yes
Knock	Opens locked or magically sealed door.	Medium	Instant	None	No
Levitate	Subject moves up and down at your direction, M 20'.	Personal or close	10 min./lvl	None	No
Mirror Image	Creates decoy duplicates of you (1d4 +1/3 levels, max 8).	Personal	1 min./lvl	--	--

Arcane Spells 3

Name	Effect	Range	Duration	Save	SR
Blink	You randomly vanish and reappear.	Personal	1 round/lvl	--	--
Clairaudience/ Clairvoyance	Hear or see at a distance a familiar person or place.	Long	1 min./lvl	None	No
Dispel Magic	Cancels magical spells and effects.	Medium	Instant	None	No
Fireball	1d6 damage per level, 20-ft. radius.	Long	Instant	DEX+PHY 1/2	Yes

Flame Arrow	You turn ammunition into fiery projectiles.	Medium	Instantaneous	None	Yes
Fly	Subject flies at speed of 90.	Touch	10 min./lvl	None	Yes
Haste	Two actions and +4 AC.	Close	1 round/lvl	None	Yes
Hold Person	Holds one person helpless.	Medium	1 round/lvl	Mind+KNOW neg.	Yes
Lightning Bolt	Electricity deals 1d6 damage/level, max10d6, to all in path.	120' line	Instant	DEX+PHY 1/2	Yes
Protection from Elements	Absorb 12 damage/level from one kind of energy.	Touch	10 min./lvl or until discharged	None	Yes
Sleet Storm	No vision or darkvision, and Move 0 if save failed otherwise ½ Move.	Long	1 round/lvl	DEX+PHY	No
Slow	One subject/level takes only partial actions, (i.e. may move but not attack) -2 AC, -2 melee rolls.	Close	1 round/lvl	STR+PHY neg.	Yes
Stinking Cloud	Nauseating vapors 20 ft. radius.	Medium	1 round/lvl	STR+PHY neg.	Yes
Vampiric Touch	Touch deals 1d6/2 caster levels; caster gains damage as hp.	Touch	Instant/1 hr.	None	Yes

Arcane Spells 4

Name	Effect	Range	Duration	Save	SR
Arcane Eye	Invisible floating eye moves 30 ft./round.	Unlimited	1 min./lvl	None	No
Confusion	Makes subject behave oddly. (See Conditions)	Medium	1 round/lvl	Mind+KNOW neg.	Yes
Dimension Door	Teleports you and up to 500 lb.	Long and Touched	Instant	None and Mind+KNOW neg.	Y/N
Fear	Subjects within cone flee.	Close	1 round/lvl	Mind+KNOW neg.	Yes
Polymorph Other	Gives one subject a new form.	Medium	Permanent	STR+PHY neg.	Yes
Polymorph Self	You assume a new form.	Personal	1 hr./lvl	--	--
Remove Curse	Frees object or person from curse.	Touch	Instant	None	Yes
Stoneskin	Stops blows, cuts, stabs, and slashes.	Touch	10 min./lvl or discharged	Mind+KNOW neg.	Yes

Arcane Spells 5

Name	Effect	Range	Duration	Save	SR
Animate Dead	Creates 2xlevel undead skeletons and zombies from bodies.	Touch	Instant	None	No
Cloudkill	Kills 3 HD or less; 4-6 HD save or die, 20' radius.	Medium	1 min./lvl	STR+PHY neg.	Yes
Contact Other Plane	Ask question of extraplanar entity.	Personal	Concentration	--	--
Feeblemind	Subject's MIND drops to 1.	Medium	Instant	Mind+KNOW neg.	Yes
Passwall	Breaches walls 1 ft. thick/level.	Close	1 hr./lvl	None	No
Permanency	Makes certain spells permanent; costs EL's, 10 EL's/ Level up to	Close	Permanent	None	No

	Level 10, than 50 EL's/Level thereafter.				
Teleport	Instantly transports you anywhere.	Personal and touch	Instant	Mind+KNOW neg.	Yes

Arcane Spells 6

Name	Effect	Range	Duration	Save	SR
Antimagic Field	Negates magic within 10 ft.	10 ft.	10 min./lvl	None	Yes
Chain Lightning	1d6 damage/level to 1 creature/Level within 30 ft.	Long	Instant	DEX+PHY 1/2	Yes
Contingency	Sets trigger condition for another spell.	Personal	1 day/lvl or discharged	--	--
Disintegrate	Makes one creature or object vanish, if save made 5d6 damage.	Medium	Instant	STR+PHY par.	Yes
Geas/Quest	As lesser geas, plus it affects any creature.	Close	1 day/lvl or discharged	None	Yes
True Seeing	See all things as they really are.	Touch	1 min./lvl	None	Yes

Arcane Spells 7

Name	Effect	Range	Duration	Save	SR
Delayed Blast Fireball	1d6 fire damage/level; you can delay blast for 5 rounds.	Long	Up to 5 rounds	DEX+PHY 1/2	Yes
Ethereal Jaunt	You become ethereal for 1 round/level.	Personal	1 round/lvl	--	--
Finger of Death	Kills one subject, if save made 3d6 +1/Level max 25.	Close	Instant	STR+PHY par.	Yes
Forcecage	Cube of force imprisons all inside.	Close	2 hr./lvl	None	No
Insanity	Subject suffers from a continuous Confusion effect as the spell.	Med.	Instant	Mind+lvl neg.	Yes
Plane Shift	Up to eight subjects travel to another plane.	Touch	Instantaneous	Will negates	Yes
Power Word, Stun	Stuns creature with up to 150 hp.	Close	See text	None	Yes
Spell Turning	Reflect 1d4+6 spell levels back at caster.	Personal	Until expended or 10 minutes/level	--	--

Arcane Spells 8

Name	Effect	Range	Duration	Save	SR
Clone	Duplicate awakens when original dies.	0 ft.	Instant	None	No
Horrid Wilting	Deals 1d8 damage/level within 30 ft.	Long	Instant	STR+PHY 1/2	Yes
Incendiary Cloud	Cloud deals 4d6 fire damage/round, 20' radius.	Medium	1 round/lvl	DEX+PHY 1/2	Yes

Irresistible Dance	Forces subject to dance.	Touch	1d4+1 rounds	None	Yes
Power Word, Blind	Blinds 200 hp worth of creatures.	Close	1d4 +1min./lvl	None	Yes
Trap the Soul	Imprisons subject within gem.	Close	Permanent	Permanent	Yes

Arcane Spells 9

Name	Effect	Range	Duration	Save	SR
Astral Projection	Projects you and companions into Astral Plane.	Touch	Unlimited	None	Yes
Gate	Connects two planes for travel or summoning.	Medium	Instant	None	No
Meteor Swarm	Deals 2d6 fire damage, plus bursts, 40 ft. radius for 6d6.	Long	Instant	None or DEX+PHY ½ burst	Yes
Power Word, Kill	Kills one subject.	Close	Instant	None	Yes
Soul Bind	Traps newly dead soul to prevent resurrection.	Close	Permanent	Mind+KNOW neg.	No

Divine Spells



Divine Spells 0

Spell Name	Effect	Range	Duration	Save	SR
Create Water	Creates 2 gallons/level of pure water.	Close	Instant	None	No
Detect Magic	Detects spells and magic items within 60 ft.	60 ft.	Con. 1 min./lvl	None	No
Guidance	+1 on one roll, throw, or check.	Touch	1 min. or discharged	None	Yes
Light	Object shines like a torch.	Touch	10 min./lvl	None	No
Purify Food and Drink	Purifies 1 cu. ft./level of food or water.	10 ft.	Instant	None	Yes
Read Magic	Read scrolls and spellbooks.	Personal	10 min./lvl	--	--
Resistance	Subject gains +1 on saving throws.	Touch	1 min.	None	Yes
Virtue	Subject gains 1 temporary hp.	Touch	1 min.	None	Yes

Divine Spells 1

Name	Effect	Range	Duration	Save	SR
Bless	Allies gain +1 attack and +1 on saves against fear.	50 ft.	1 min./lvl	None	Yes
Bless Water	Makes holy water.	Touch	Instant	None	Yes
Cause Fear	One creature flees for 1d4 rounds.	Close	1d4 rounds	Mind+KNOW neg.	Yes
Detect Evil	Reveals creatures, spells, or objects.	60 ft.	Con. 10 min./lvl	None	No

Detect Good	Reveals creatures, spells, or objects.	60 ft.	Con. 10 min./lvl	None	No
Divine Favor	You gain attack, damage bonus, +1/3 levels.	Personal	1 minute	--	--
Endure Elements	Ignores 5 damage/round from one energy type.	Touch	24 hours	None	Yes
Entangle	Plants entangle everyone in 40-ft.-radius circle.	Long	1 min./lvl	DEX+PHY neg.	No
Magic Stone	Three stones gain +1 attack, deal 1d6+1 damage.	Touch	30 min. or discharged	None	Yes
Pass without Trace	One subject/level leaves no tracks.	Touch	10 min./lvl	None	Yes
Protection from Evil	+2 AC and saves, counter mind control, hedge out elementals and outsiders.	Touch	1 min./lvl	None	No
Protection from Good	+2 AC and saves, counter mind control, hedge out elementals and outsiders.	Touch	1 min./lvl	None	No
Remove Fear	+4 on saves against fear for one subject +1/4 levels.	Close	10 min.	None	Yes
Shield of Faith	Aura grants +2 AC bonus.	Touch	1 minute/lvl	None	Yes

Divine Spells 2

Name	Effect	Range	Duration	Save	SR
Aid	+1 attack, +1 on saves against fear, 1d8 temporary hit points.	Touch	1 min./lvl	None	Yes
Barkskin	Grants +3 AC bonus.	Touch	10 min./lvl	None	Yes
Bull's Strength	Subject gains 1d4+1 STR.	Touch	1 hr./lvl	None	Yes
Cure Moderate Wounds	Cures 2d8 +1/level damage (max +10).	Touch	Instant	None	Yes
Darkness	20-ft. radius of supernatural darkness.	Touch	10 min./lvl	None	No
Delay Poison	Stops poison from harming subject.	Touch	1 hr./lvl	None	Yes
Endurance	Gain 1d4+1 PHY.	Touch	1 hr./lvl	None	Yes
Gentle Repose	Preserves one corpse.	Touch	1 day/lvl	None	Yes
Hold Person	Holds one person helpless.	Medium	1 round/lvl	Mind+KNOW	Yes
Lesser Restoration	Dispels magic ability penalty or repairs 1d4 ability damage.	Touch	Instant	None	Yes
Remove Paralysis	Frees one or more creatures from paralysis, hold, or slow.	Close	Instant	None	Yes
Resist Elements	Ignores 12 damage/round from one energy type.	Touch	1 min./lvl	None	Yes
Shield Other	You take half of subject's damage.	Close	1 hr./lvl	None	Yes
Silence	Negates sound in 15-ft. radius.	Long	1 min./lvl	Mind+KNOW neg.	Y/N

Divine Spells 3

Name	Effect	Range	Duration	Save	SR
Create Food and Water	Feeds three humans (or one horse)/level.	Close	24 hours	None	No
Cure Serious Wounds	Cures 3d8 +1/level damage (max +15).	Touch	Instant	None	Yes
Daylight	60-ft. radius of bright light.	Touch	10 min./lvl	None	No
Dispel Magic	Cancels magical spells and effects.	Medium	Instant	None	No
Prayer	Allies gain +1 on all rolls, and enemies suffer -1.	30 ft.	1 round/lvl	None	Yes
Protection from Elements	Absorb 12 damage/level from one kind of energy.	Touch	10 min./lvl or or discharged	None	Yes
Remove Blindness/Deafness	Cures normal or magical conditions.	Touch	Instant	None	Yes
Remove Curse	Frees object or person from curse.	Touch	Instant	None	Yes
Remove Disease	Cures all diseases affecting subject.	Touch	Instant	None	Yes
Searing Light	Ray deals 1d8/two levels, more against undead.	Medium	Instantaneous	None	Yes
Speak with Dead	Corpse answers one question/2 levels, save if alignment different.	10 ft.	1 min./lvl	Mind+KNOW neg.	No

Divine Spells 4

Name	Effect	Range	Duration	Save	SR
Cure Critical Wounds	Cures 4d8 +1/level damage (max +20).	Touch	Instant	None	Yes
Discern Lies	Reveals deliberate falsehoods.	Close	Con. 1 round/lvl	Mind+KNOW neg.	No
Freedom of Movement	Subject moves normally despite impediments.	Personal or touch	10 min./lvl	None	Y/N
Restoration	Restores level and ability score drains.	Touch	Instant	None	Yes
Tongues	Speak any language.	Touch	10 min./lvl	None	No

Divine Spells 5

Name	Effect	Range	Duration	Save	SR
Atonement	Removes burden of misdeeds from subject.	Touch	Instant	None	Yes
Commune	Deity answers one yes-or-no question/level.	Personal	1 round/lvl	--	--
Flame Strike	Smites foes with divine fire (1d6/level).	Medium	Instant	DEX+PHY 1/2	Yes
Raise Dead	Restores life to subject who died up	Touch	Instant	None	Yes

	to 1 day/level ago.				
True Seeing	See all things as they really are.	Touch	1 min./lvl	Mind+KNOW neg.	Yes

Divine Spells 6

Name	Effect	Range	Duration	Save	SR
Banishment	Banishes 2 HD/level extraplanar creatures.	Close	Instant	Mind+KNOW neg.	Yes
Geas/Quest	As lesser geas, plus it affects any creature.	Close	1 day/level or discharged	None	Yes
Heal	Cures all damage, diseases, and mental conditions.	Touch	Instant	None	Yes
Heroes' Feast	Food for one creature/level cures, immune to poison, 1d8 +1/level HP, +1 to all rolls.	Close	1 hr. + 12 hours	None	Yes

Divine Spells 7

Name	Effect	Range	Duration	Save	SR
Destruction	Kills subject and destroys remains or 10d6 damage.	Close	Instant	STR+PHY par.	Yes
Greater Restoration	As restoration, plus restores all levels and ability scores	Touch	Instant	None	Yes
Regenerate	Subject's severed limbs grow back. Regenerate also cures 4d8 points of damage +1/level (maximum +35), rids the subject of exhaustion and/or fatigue.	Touch	Instant	None	Yes
Resurrection	Fully restore dead subject.	Touch	Instant	None	Yes

Divine Spells 8

Name	Effect	Range	Duration	Save	SR
Antimagical Field	Negates magic within 10 ft.	10 ft.	10 min./lvl	None	Text
Discern Location	Exact location of creature or object.	Unlimited	Instant	None	No
Fire Storm	Deals 1d6 fire damage/level, to 2 10' cubes/level.	Medium	Instant	DEX+PHY 1/2	Yes
Holy Aura	+4 AC, +4 saves, and SR 25 against evil spells.	20 ft.	1 round/lvl	None	Yes

Divine Spells 9

Name	Effect	Range	Duration	Save	SR
Astral Projection	Projects you and companions into Astral Plane.	Touch	Indefinitely	None	Yes
Gate	Connects two planes for travel or summoning.	Medium	Instant	None	No

Implosion	Kills one creature/round.	Close	Concentration	STR+PHY neg.	Yes
Soul Bind	Traps newly dead soul to prevent resurrection.	Close	Permanent	Mind+KNOW neg.	No



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Conditions Summary Table

Below is a list of Conditions which a character may be subjected to while out adventuring.

Condition	Summary of Effects
Ability Damaged	Temporarily lost of 1 or more ability score points.
Ability Drained	Permanently lost of 1 or more ability score points.
Blinded	-2 AC, no DEX bonus to AC (if any), Move 1/2, -4 to STR/DEX Skill checks. All checks and activities that rely on vision automatically fail. All opponents are 50% miss chance to the blinded character.
Blown Away	Prone, blown 1d4x10' rnd, D1d4/10'
Confused	1-2, attack caster 3-4, act normally; 5-10, babble incoherently; 11-14, flee; 16-20, attack nearest creature.
Cowering	No move, -2 AC, no DEX bonus AC
Dazed	No Move.
Dazzled	-1 attack, search/spot checks
Dead	The character's hit points and STR are reduced to 0.
Deafened	-4 INI, automatically fail skill checks where hearing is involved.
Disabled	0 HP, or -STR score but HP's. Action beyond a ½ move results in Stable condition.
Dying	Losing 1 point STR/round until healed or dead.
Energy Drained	Character loses 1 or more levels, along with the HP's, attack bonus, etc. gained with the level.
Entangled	½ move, -2 attacks, casting requires DC15 + spells level check or spell lost.
Exhausted	½ move, -6 STR and DEX
Fascinated	No actions, condition broken if attacked.
Fatigued	No run or charge, -2 STR and DEX.
Frightened	Flees, -2 all rolls.
Grappling	-DEX AC to non grappled opponents
Helpless	Unable to move, at opponent's mercy, death blow possible.
Incorporeal	Harmed only by other incorporeal creatures, +1 or better magic weapons, spells, or spell-like effects.
Invisible	+2 attacks and no DEX bonus for target.
Knocked Down	Prone
Nauseated	Move action only.
Panicked	Drop items in hand, flee, -2 all rolls.
Paralyzed/Petrified	Helpless
Pinned	Held immobile (but not helpless) in a grapple suffering a -4 penalty to AC.
Prone	-4 attacks, +4 AC ranged, -4 AC melee.
Shaken	-2 all rolls
Sickened	-2 all rolls
Stable	No longer losing HP's or STR, unconscious.
Stunned	Drops items in hand, -2 AC, no DEX bonus AC.
Turned	Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, the cower.
Unconscious	Helpless.

Player's Guide Appendix

Expert Rules

The Expert Rules introduce a few more options into your Microlite20 game. Included are new races, classes, spells and some supplemental rules that will ease the use of SRD related adventures or modules.

Races

Gnomes – Gnomes are about 3' tall and weigh around 40 pounds. Their skin is anywhere from light to dark brown with light colored hair and light colored eyes. They prefer to wear earth toned clothing that is intricately made and usually adorned with gems or jewelry. They are a crafty race and their goods are well thought of for their quality and cunning work.

- ❖ Gnomes receive a +1 bonus to Dexterity and Mind.

Lizardfolk – Lizardfolk resemble reptilian humans standing between 6' and 7' tall with brown, grey or green scales and a 3'-4' long tail, though some tribes dock their tails for religious beliefs. Lizardfolk are normally found in aquatic regions and if their territory is invaded either intentionally or unintentionally they can prove a dangerous foe.

- ❖ Lizardfolk receive a +2 bonus to Strength and Dexterity and a -2 penalty to Mind.

Classes

Bard – Bards are traveling storytellers, minstrels and performers who have mastered magical abilities through verse or singing. Mages wear no armor but can use any weapon.

- ❖ A Bard can wear light armor and use a buckler.
- ❖ A Bard's Primary Skill is Communication and they receive +2 bonus to the Skill.
- ❖ Bard's receive a +2 bonus to Knowledge and Subterfuge.
- ❖ At 6th level a Bard can cast spells as either a Druid or Illusionist of 5 levels lower.
- ❖ A Bard can counter sound-based effects within a 30' radius.
- ❖ A Bard can use their song to charm person or remove fear three times a day.

Druid – A Druid is a Cleric that lives in and also draws their power from nature and their surroundings.

- ❖ A Druid can wear any non-metal armor and use any non-metal shield.
- ❖ A Druid's Primary Skill is Survival and they receive a +2 bonus to the Skill.
- ❖ Druids receive a +2 bonus to Knowledge.
- ❖ Druids cast spells from the Druid spell list.
- ❖ Druids are immune to the spell-like effects of woodland fey.
- ❖ At 3rd level a Druid can pass without trace at will.
- ❖ At 7th level a Druid can assume the form of any small or medium sized animal three times a day.
- ❖ A Druid heals 2hp per level when changing back into human form.

Illusionists – Illusionists are Mages that specialize in controlling their surroundings by shaping, distorting, and deceiving the perceptions of others

- ❖ Illusionists wear no armor.
- ❖ An Illusionists Primary Skill is Communication and they receive a +2 bonus to the Skill.
- ❖ Illusionists receive a +1 bonus the Subterfuge Skill.
- ❖ Illusionists cast spells from the Illusionist spell list.
- ❖ An Illusionist must have a minimum Dexterity score of 13.

Paladin – A Paladin is a fighter who has devoted his life to a cause or belief and has gained some magical abilities from this cause or belief.

- ❖ A Paladin can wear any type of armor and use any shield.
- ❖ A Paladin's Primary Skill is Communication and they receive a +2 bonus to the Skill.
- ❖ A Paladin receives a +1 bonus to the Physical Skill.
- ❖ Paladins are immune to diseases.
- ❖ Paladins receive a +1 bonus to all saving throws and this increases at 5th level and every 5 levels on.
- ❖ Paladins can detect evil within 60'.
- ❖ Paladins can heal 2HP per level per day.
- ❖ A Paladin must be of good alignment.

Ranger – A Ranger is a fighter that has mastered the ways of wood and water.

- ❖ A Ranger can use light or medium armor and can use shields.
- ❖ A Ranger's Primary Skill is Survival and they receive a +3 bonus to the Skill.
- ❖ Rangers are +1 to hit and damage with ranged weapons.
- ❖ Rangers only incur a -1 penalty when fighting with two weapons.

Heroism

Microlite20 simplifies the game by declining the use of "Feats" found in the SRD, however, sometimes this can decrease the compatibility with some D20 adventures in respect to power level. To alleviate some of that disparity we have the Heroism rule.

Heroism is a bonus equal to 1x the character's level and may be applied to three of the following once per day.

1. Melee/Missile bonus
2. Damage
3. Saving Throw
4. Skill Check
5. Spell DC

Magic

Additionally, along with Heroism, we have three ways for spell casters to improve their spells. Each modifies a spell in a given way and each doubles the casting time of the spell so modified spells only allow the caster to cast the spell and take no other action, such as a move. Also, each requires an additional expenditure of hit points added to the cost of the spell at the time it is cast.

Extending – An extended spell lasts twice as long as it normally would. An extended spell costs an additional 2 hit points.

Empowering – An empowered spell does 50% more damage than it normally would. An empowered spell costs an additional 4 hit points.

Widening – A widened spell effects an area twice as big as it normally would. A widened spell costs an additional 6 hit points.

Druid Spells 0

Spell Name	Effect	Range	Duration	Save	SR
Create Water	Creates 2 gallons/level of pure water.	Close	Instant	-	No
Detect Magic	Detects spells and magic items.	60'	Con. 1min./lvl	-	No
Detect Poison	Detects poison in one creature or object.	Close	Instant	-	No
Mending	Makes minor repairs on an object.	10'	Instant	Mind+lvl neg.	Yes
Read Magic	Read scrolls and spellbooks.	Personal	10 min./lvl	-	-
Resistance	Subject gains +1 bonus on saving throws.	Touch	1 min.	Mind+lvl neg.	Yes

Druid Spells 1

Spell Name	Effect	Range	Duration	Save	SR
Entangle	Plants entangle everyone in 40-ft.-radius. DC20 for 1/2 Move.	Long	1 min./lvl	DEX+PHY par.	No
Faerie Fire	Outlines subjects with light, canceling blur, concealment, and the like.	Long	1 min./lvl	-	Yes
Goodberry	2d4 berries each cure 1 hp (max 8 hp/24 hours).	Touch	Day/lvl	-	Yes
Obscuring Mist	Fog surrounds you, 5' concealment, beyond total concealment.	20'	1 min./lvl	-	No
Produce Flame	1d6 damage +1/level, touch or thrown (touch attack also).	120'	1 min./lvl	None	Yes
Speak with Animals	You can communicate with animals.	Personal	1 min./lvl	-	-

Druid Spells 2

Spell Name	Effect	Range	Duration	Save	SR
Barkskin	Grants +2 (or higher), +1/every 3 lvl above 3 rd , enhancement to natural armor.	Touch	10 min./lvl	None	Yes
Gust of Wind	Blows away or knocks down smaller creatures.	60'	1 rnd	STR+PHY neg.	Yes
Heat Metal	Make metal so hot it damages those who touch it, D1d4.	Close	7 rnd	Mind+lvl neg.	Yes
Summon Swarm	Summons swarm of bats, rats, or spiders.	Close	Con. +2 rnd	None	No
Tree Shape	You look exactly like a tree for 1	Personal	1 hr./lvl	-	-

	hour/level.				
Warp Wood	Bends wood within 20' radius.	Close	Instant	Mind+lvl neg.	Yes

Druid Spells 3

Spell Name	Effect	Range	Duration	Save	SR
Call Lightning	Calls down lightning bolts (3d6 per bolt) from sky, 1 per rnd.	Med.	1 min./lvl	DEX+PHY 1/2	Yes
Protection from Energy	Absorb 12 points/level of damage from one kind of energy.	Touch	10 min./lvl	STR+PHY neg.	Yes
Speak with Plants	You can talk to normal plants and plant creatures.	Personal	1 min./lvl	-	-
Spike Growth	Creatures in area take 1d4 damage, may be slowed 1/2 Move.	Med.	1 hr./lvl	DEX+PHY par.	Yes
Stone Shape	Sculpts stone into any shape.	Touch	Instant	None	No
Water Breathing	Subjects can breathe underwater.	Touch	2 hr./lvl	Mind+lvl neg.	Yes

Druid Spells 4

Spell Name	Effect	Range	Duration	Save	SR
Air Walk	Subject treads on air as if solid (climb at 45-degree angle).	Touch	10 min./lvl	None	Yes
Anti-Plant Shell	Keeps animated plants at bay.	10'	10 min./lvl	None	Yes
Ice Storm	Hail deals 5d6 damage in cylinder 40 ft. across.	Long	1 rnd	None	Yes
Reincarnate	Brings dead subject back in a random body.	Touch	Instant	None	Yes
Repel Vermin	Insects, spiders, and other vermin stay 10 ft. away.	10'	10 min./lvl	Mind+lvl neg.	Yes
Spike Stones	Creatures in area take 1d8 damage, may be slowed, 1/2 Move.	Med.	1 hr./lvl	DEX+PHY par.	Yes

Druid Spells 5

Spell Name	Effect	Range	Duration	Save	SR
Awaken	Animal or tree gains human intellect on caster DC10 + current HD check. Tree becomes animated object, animal +2 HD.	Touch	Instant	Mind+lvl neg.	Yes
Baleful Polymorph	Transforms subject into harmless animal.	Close	Permanent	STR+PHY neg.	Yes

Call Lightning Storm	As call lightning, but 5d6 damage per bolt, 1 per round.	Long	1 rnd./lvl	DEX+PHY 1/2	Yes
Insect Plague	Locust swarms attack creatures. One swarm per 3 levels.	Long	1 min./lvl	None	No
Transmute Rock to Mud	Transforms two 10-ft. cubes per level, Speed 1, -2 atk/AC.	Med.	Permanent	DEX+PHY avoid	No
Wall of Fire	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.	Med.	Con. +1 rnd./lvl	None	Yes

Druid Spells 6

Spell Name	Effect	Range	Duration	Save	SR
Fire Seeds	Acorns and berries become grenades and bombs each are D1d6 fire.	Touch	10 min./lvl	DEX+PHY 1/2	No
Live Oak	Oak becomes treant guardian.	Touch	Day/lvl	None	No
Move Earth	Digs trenches and builds hills.	Long	Instant	None	No
Stone Tell	Talk to natural or worked stone.	Personal	1 min./lvl	-	-
Transport via Plants	Move instantly from one plant to another of the same kind.	Unlimited	1 rnd	None	No
Wall of Stone	Creates a stone wall that can be shaped. 1" thick, 5x5 per level.	Med.	Instant	-	No

Druid Spells 7

Spell Name	Effect	Range	Duration	Save	SR
Changestaff	Your staff becomes a treant on command.	Touch	1 hr./lvl	None	No
Control Weather	Changes weather in local area.	2 miles	4d12 hr.	None	No
Fire Storm	Deals 1d6/level fire damage.	Med.	Instant	DEX+PHY 1/2	Yes
Wind Walk	You and your allies turn vaporous and travel fast.	Touch	1 hr./lvl	None	No

Druid Spells 8

Spell Name	Effect	Range	Duration	Save	SR
Earthquake	Intense tremor shakes 80-ft.-radius. Knocks everyone prone.	Long	1 rnd	DEX+PHY neg.	No
Finger of Death	Kills one subject, or 3d6 (+1/lvl).	Close	Instant	STR+PHY par.	Yes

Illusionist Spells 0

Spell Name	Effect	Range	Duration	Save	SR
Arcane Mark	Inscribes a permanent personal rune (visible or invisible).	0'	Permanent	None	No
Dancing Lights	Creates torches or other lights.	Med.	1 min.	None	No
Detect Illusion	Detects illusions in 60' radius.	Med.	1 min./lvl	None	No
Ghost Sound	Figment sounds.	Close	1 rnd/lvl	Mind+lvl dis.	No
Prestidigitation	Performs minor tricks.	10'	1 hr.	None	No
Read Magic	Read scrolls and spellbooks.	Personal	10 min./lvl	-	-

Illusionist Spells 1

Spell Name	Effect	Range	Duration	Save	SR
Charm Person	Makes one person your friend.	Close	1 hr/lvl	Mind+lvl neg.	Yes
Color Spray	Incapacitates creatures within 15' cone.	15'	Instant	Mind+lvl neg.	Yes
Disguise Self	Changes your appearance.	Personal	10 min./lvl	-	-
Hypnotism	Fascinates 2d4 HD creatures.	Close	2d4 rnd	Mind+lvl neg.	Yes
Silent Image	Creates minor illusion.	Long	Con.	Mind+lvl dis.	No
Ventriloquism	Throws voice.	Close	1 min./lvl	Mindlvl dis.	No

Illusionist Spells 2

Spell Name	Effect	Range	Duration	Save	SR
Blur	Concealment (20% miss chance)	Touch	1 min./lvl	STR+PHY neg.	Yes
Hideous Laughter	Subject loses actions.	Close	1 rnd/lvl	STR+PHY neg.	Yes
Hypnotic Pattern	Fascinates 2d4+lvl HD of creatures.	Med.	Con. +2 rnd	Mind+lvl neg.	Yes
Invisibility	Creature invisible for duration or until attacks.	Touch	1 min./lvl	STR+PHY neg.	Yes
Minor Image	As Silent Image plus sound.	Long	Con.	Mind=lvl dis.	No
Mirror Image	Creates 1d4+1 decoys of caster.	Personal	1 min./lvl	-	-

Illusionist Spells 3

Spell Name	Effect	Range	Duration	Save	SR
Daylight	60' radius of daylight.	Touch	10 min./lvl	None	No
Deep Slumber	Puts 10 HD of creatures to sleep.	Med.	1 min./lvl	Mind+lvl neg.	Yes
Displacement	Attacks against subject miss 50% of the time.	Touch	1 rnd/lvl	Mind+lvl neg.	Yes
Invisibility Sphere	Makes everyone within 10' invisible.	Touch	1 min./lvl	Mind+lvl neg.	Yes
Major Image	As minor image plus sound, smell and thermal effects.	Long	Con.	Mind+lvl dis.	No
Suggestion	Compels subject to follow stated course of action for duration or	Close	1hr/lvl	Mind+lvl neg.	Yes

until completed.

Illusionist Spells 4

Spell Name	Effect	Range	Duration	Save	SR
Charm Monster	Makes one monster believe it is your ally.	Close	1hr/lvl	Mind+lvl neg.	Yes
Confusion	Subjects behave oddly.	Med.	1 rnd/lvl	Mind+lvl neg.	Yes
Invisibility, Greater	As Invisibility but subject can attack and stay invisible.	Touch	1 min./lvl	Mind+lvl neg.	Yes
Minor Creation	Create one cloth or wood object.	0'	1 hr/lvl	None	No
Phantasmal Killer	Fearsome illusion kills or deals D3d6.	Med.	Instant	Mind+lvl dis.	Yes
Rainbow Patter	Lights fascinate 24 HD creatures 20' radius.	Med.	Con. +1 rnd/lvl	Mind+lvl neg.	Yes

Illusionist Spells 5

Spell Name	Effect	Range	Duration	Save	SR
Break Enchantment	Frees subjects from enchantments, alterations, curses and petrification.	Close	Instant	DC11+caster lvl	No
Dominate Person	Controls subject telepathically.	Close	Day/lvl	Mind+lvl neg.	Yes
Major Creation	As Minor Creation plus stone or metal.	Close	1 hr/lvl	None	No
Persistant Image	As Major Image but no concentration required, visual, olfactory, and thermal plus speech.	Long	-	Mind+lvl dis.	No
Seeming	Changes 1 person per 2 levels.	Close	12 hr	Mind+lvl dis.	Yes
Sending	Delivers short message anywhere, instantly.	Unlimited	1 rnd	None	No

Illusionist Spells 6

Spell Name	Effect	Range	Duration	Save	SR
Mislead	Turns you invisible and creates illusory double.	Close	1 rnd/lvl	Mind+lvl dis.	No
Permanent Image	Permanent illusion with sight, sound, and smell controlled by concentration.	Long	Con.	Mind+lvl dis.	No
Programmed Image	A major image programmed by a specific event.	Long	Con.	Mind+lvl dis.	No
Shadow Walk	Step into shadow and travel rapidly.	Touch	1 hr/lvl	Mind+lvl neg.	Yes
Suggestion, Mass	As Suggestion plus one subject per level.	Close	1 hr/lvl	Mind+lvl neg.	Yes
True Seeing	Lets you see things as they truly are.	Touch	1 min./lvl	Mind+lvl neg.	Yes

Illusionist Spells 7

Spell Name	Effect	Range	Duration	Save	SR
Invisibility, Mass	As Invisibility, but effects all in range.	Long	1 min./lvl	Mind+lvl neg.	Yes
Phase Door	Creates invisible passage through wood and stone.	0'	One usage per 2 lvl	None	No
Power Word	Blinds creature with 200HP or less.	Close	1d4+1 min.	None	Yes
Prismatic Spray	60' cone shaped burst for a variety of effects	60'	Instant		
Project Image	Illusory double can talk and cast spells at Med. range for 1 rnd/lvl.	Med.	1 rnd/lvl	Mind+lvl neg.	No
Weird	As Phantasmal Killer but effects all within 30', or 3d6 damage, stunned 1 rnd, and 1d4 STR damage.	Med.	Instant	Mind+lvl dis.	Yes

Prismatic Spray Effects

1d8	Color of Beam	Effect
1	Red	20 points fire damage, DEX+PHY 1/2.
2	Orange	40 points acid damage, DEX+PHY 1/2.
3	Yellow	80 points electricity damage, DEX+PHY 1/2.
4	Green	Poison, kills, STR+PHY par. 1d6 STR damage.
5	Blue	Turned to stone, STR+PHY neg.
6	Indigo	Insane, as Insanity spell, Mind+lvl neg.
7	Violet	Sent to another plane, Mind+lvl neg.
8	Struck by two rays, rolls twice more, ignore any "8" results.	

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