

Microlite20

Worlds of Fantasy – Game Master's Guide



A Game Master'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.

Game Master's Guide

The Game master's Guide will expand somewhat on the Player's Guide covering a few areas in more detail. It will also provide you with Combat rules, Monsters, Adventuring information and more so you can run your own games and create your own adventures and campaigns.

For Treasure it is recommended that you use the Treasure and Magic Items sections from the SRD.

Character Races

At some point in your gaming it's likely a player is going to ask about playing a character race not included in the Player's Guide. The final decision is up to you as Game Master but try to accommodate your player's wishes.

For any new race and its race bonus a good rule of thumb is +2 to any Statistic (Stat) or +2 to any two Skills. A new race could also have a +1 to one Stat and +2 to any one Skill. If the new race has a predominant feature that you feel should add a +4 to a Stat then do so but penalize another Stat -2.

Character Skills

Players will use their character's Skills to perform a multitude of actions. Most will probably be your usual jump, pick a lock, or to bash open a door Skill check. Every once in a while though a player may want to try something unusual. Don't let this alarm you, simply decide on how hard it would be to accomplish the task and pick what you think are the most applicable Statistic and Skill to perform the Skill check.

Below are a couple of tables that will help you to figure out the Difficulty Class of an action and

the Statistics and Skills involved in performing that action.

Difficulty Class Table 1

Difficulty Classes with likely-hood of success.

DC	Difficulty	Example
10	Average	50/50 chance of succeeding on first attempt.
15	Tough	Could succeed at after several attempts.
20	Challenge	Could only succeed with a high roll.
25	Formidable	Could succeed only with high Stat mod., Skill ranks and roll.
30	Heroic	High level characters maybe.
40	Nearly Impossible	Highest level characters.

Difficulty Class Table 2

Difficulty Classes with Skill check examples and the associated statistic and skill.

Difficulty (DC)	Example (Stat & Skill Used)
Very easy (0)	Track ten trolls through the snow. (Mind+Survival)
Easy (5)	Hear Kobolds talking around the next corner. (Mind+Subterfuge)
Average (10)	Learn local rumors. (Mind+Communication)
Tough (15)	Leap over a 10' chasm. (STR+Physical)
Challenge (20)	Open a simple lock. (DEX+Subterfuge)
Formidable (25)	Bash open a locked, strong wooden door. (STR+Physical)
Heroic (30)	Discover a well-hidden secret door. (Mind+Subterfuge)
Nearly impossible (40)	Track a lone orcs across hard ground after 24 hours of rainfall. (Mind+Survival)

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.

Example Opposed Checks

Task	Stat & Skill	Opposing Stat & Skill
Con someone	Mind+COM	Mind+COM
Pretend to be someone else	Mind+SUB	Mind+SUB
Create a false map	Mind+SUB	Mind+SUB
Hide from someone	DEX+SUB	Mind+SUB
Intimidate someone	PHY+COM Mind+SUB	Mind+COM Mind+SUB
Sneak up on someone	DEX+SUB	Mind+SUB
Steal a coin pouch	DEX+SUB	Mind+SUB
Tie a prisoner securely	-	DEX+SUB

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.

The chance of success can be altered in four ways to take into account exceptional circumstances.

Give the skill user a +2 bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character or possessing unusually accurate information.

Give the skill user a -2 penalty to represent conditions that hamper performance, such as

being forced to use improvised tools or having misleading information.

Reduce the DC by -2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.

Increase the DC by +2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect a 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.

Characters Will Try Anything!

So let them try anything! Just take the most likely Statistic and Skill and figure out a DC for the action.

For example: The player of Bagaduce the Halfling Battlerager explains that they want Bagaduce to leap from the taverns balcony to the candleholder suspended from the ceiling in the middle of the room. Then, swing on it towards the board where Forn Lask is having a drink so Bagaduce can plant the underside of his little boot into Forn Lask's chin...whew.

Okay, so we need a Stat and a Skill for the skill check to jump from the balcony, catch hold of the hanging candleholder, and swing towards Forn Lask. Our Stats are STR, DEX and Mind, sounds like a Dexterity action to me. Our Skills are Physical, Subterfuge, Knowledge, Communication and Survival, and here Physical looks best.



Now for a Difficulty Class (DC). Looking over Difficulty Class Table 1 I see that a DC 15 is a “Tough” DC that an average joe “Could succeed at after several attempts.” I like it so we’ll use it.

So Bagaduce has leaped out into the air, caught the candleholder, and is swinging towards the devious Forn Lask. What about Bagaduce’s boot and Forn Lask’s chin? Bagaduce’s player just wants the Halfling to knock Forn Lask down to his Halfling size so we will have Bagaduce make a “Trip” attack roll to hit Forn Lask. We’re using the Trip attack because Bagaduce isn’t trying to damage Forn Lask but wants to knock him over. If Bagaduce is successful on his attack we will give him +2 on his STR+PHY Skill check to trip Forn Lask since the little guy is carrying a lot of momentum by swinging on the candleholder, a favorable condition. If he’s successful then down goes Forn Lask. If he’s not successful, well, let’s hope Bags hangs onto that candleholder because he won’t want to find himself prone at Forn Lask’s feet!

The following table gives some ranges for Difficulty Classes by character level and general difficulty; Easy, Moderate and Hard. You can use these guidelines when trying to gauge how difficult a Skill check should be.

Difficulty Class Values by Character Level

Level	Easy	Moderate	Hard
1-3	3-5	9-11	13-15
4-6	6-8	12-14	16-18
7-9	9-11	15-17	19-21
10-12	12-14	18-20	22-24
13-15	15-17	21-23	25-27
16-18	18-20	24-26	28-30
19-21	21-23	27-29	31-33

Some skill checks will become more difficult as character progress, however, some will not. Bagaduce’s swing on the candleholder should always use the level 1-3 row as it will not get

more difficult to do as he gains levels but easier. The 1-3 row is considered your average person.

Big List of Difficulty Classes

DC	Action
6	Guide a party through some hills, map
8	Guide a party through some mountains, map
8	Spot quicksand before stepping in it
10	Guide a party through some hills, no map
10	Hold onto a branch/rope that is pulling you
12	Guide a party through mountains, no map
12	Move in correct direction with poor visibility
13	Bash open a stuck weak wooden door
15	Bash open a locked weak wooden door
15	Guide a party through a forest, no map
15	Swim in rough water
15	Diplomatically ask a crowd of people to move
15	Climb a tree
15	Pull a person out of quicksand
15	Climb a cliff
15	Climb a chasm
18	Bash open an average stuck wooden door
18	Bash open an average locked wooden door
20	Find a stashed or hidden item or treasure
20	Swim in stormy water
20	Intimidate a crowd of people to move
20	Move along the peak of a roof
21	Climb an upper-story wall
25	Bash open a strong stuck wooden door
25	Bash open a strong locked wooden door
25	Climb a lower-story wall
25	Train a Giant Owl as a mount
28	Bash open a locked/stuck stone door
28	Bash open a locked/stuck iron door
30	Climb a smooth wall
30	Open a good lock

Fantasy SRD Skills and their Microlite20 Equivalents

Here are the skills from the d20 SRD and their Microlite20 equivalents. In Microlite20 the four Statistics (Stats) are Strength (STR), Dexterity (DEX), Mind and Charisma (CHA). The five skills are Physical (PHY), Subterfuge (SUB), Knowledge (KNOW), Communication (COM), and Survival (SUR) so...

Fantasy SRD Skill	Microlite20
Appraise	Mind+COM
Balance	DEX+PHY
Bluff	Mind+SUB
Climb	DEX/STR+PHY
Concentration	Doesn't apply. GM's fiat applies.
Craft	It's an out of game thing. No one /ever/ crafts things in-game, so it's a redundant skill. Alternatively DEX+KNOW
Decipher Script	Mind+KNOW/COM
Diplomacy	Mind+COM
Disable Device	DEX+SUB
Disguise	Mind+SUB
Escape Artist	DEX/STR+SUB/PHY depending on what you're escaping out of.
Forgery	Mind+SUB
Gather Information	Mind+COM/CHA
Handle Animal	Mind+COM or STR+COM if the animal is bigger than you.
Heal	Mind+KNOW
Hide	DEX+SUB
Intimidate	Could be STR+PHY, or Mind+SUB or STR+COM, you choose.
Jump	STR+PHY (long jump) or DEX+PHY (high jump)
Knowledge	Mind+KNOW
Listen	Mind+SUB
Move Silently	DEX+SUB
Open Lock	DEX+SUB
Perform	Mind+COM, though it could be DEX if you're juggling, or STR if you're a weightlifter.
Profession	Mind+COM, usually
Ride	DEX+COM
Search	Mind+SUB
Sense Motive	Mind+COM/SUB
Sleight of Hand	DEX+SUB
Speak Language	Doesn't apply, you either know the language or you don't. Alternatively, Mind+COM to understand subtle nuances, I guess
Spellcraft	Mind only.
Spot	Mind+SUB
Survival	STR+PHY to survive, or DEX/STR+SUB to hunt stuff.
Swim	STR+PHY
Tumble	DEX+PHY
Use Magic Device	You can either use it, or you can't. GM fiat. Alternatively, Mind only.
Use Rope	No, never ever. Use Rope is a DEAD SKILL. This skill is dead. It has passed the mortal coil (of rope). Use DEX+PHY if you must, but don't say I didn't warn you.

Combat

As the Game Master, your creatures will operate much the same as a player's character does regarding attacking, defending, using magic, etc. You will determine what actions the creatures will take against the party of characters.

There are three additional aspects to combat covered here in the Game Master's Guide, Surprise, Line of Sight and Cover.

Surprise

When a combat starts, if characters are not aware of their opponents and their opponents are aware of them, they are 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, for surprise, 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 any 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.

Surprise can sometimes be a grey area. Picture the scene taking place in your head and use your best judgment for awarding surprise to a character or opponent.

Line of Sight and Cover

To determine if a character has line of sight, and therefore can make an attack on an opponent, imagine a line from the middle of the character's square to the middle of the target's square. If the line is blocked by a non-movable terrain feature, such as a wall, tree, etc., then the character does not have line of sight and can not attack that target. Line of sight may run along the edge of a square or squares or come in contact with the corner, or tip, of a square and still allow line of sight.

To determine whether a target has cover (Armor Class +4) from an attack check line of sight for contact with any objects, characters or creatures. If line of sight runs along the edge of a square, or squares, or comes in contact with the corner, or tip, of a square than the target has cover. If the line passes through a square occupied by another creature then the target has cover. Lastly, a feature such as a table, chairs, etc., may provide cover if line of sight passes through a square with features. Use your best judgment to decide if any features would actually grant cover.

If line of sight passes though an area that obscures vision then no attack may be made. If line of sight passes through an area that hinders vision then the target has cover.

When making a melee attack against an adjacent target, your target has cover if the line from your square to the target's square goes along a square or squares, or passes the corner, or tip, of a square. Cover in melee combat usually only happens when an opponent or target is using a weapon with reach, such as a long spear.

Monsters



Monsters in Microlite20 don't have levels like characters do but instead have what are called Hit Dice (HD). Hit Dice are a representation of how strong a monster is because the number of Hit Dice is the same number of times a die is rolled to determine the monster's Hit Points (HP).

The monsters in the tables below are grouped together by their Hit Dice, i.e. 1 Hit Die monsters are found in the Level 1 table, 2 Hit Die in the Level 2 table, etc.

An explanation of the headings in the table follows;

Name – This is the name by which the creature is generally known. The descriptive text may provide other names.

Challenge Rating – This shows the average level of a party of four adventurers for which one creature would make an encounter of moderate difficulty. This rating should be used in conjunction with the Hit Dice of the creature.

AC – Armor Class line gives the creature's AC for normal combat.

HD – The Hit Dice line gives the creature's number and type of Hit Dice (the die rolled to generate hit points), and lists any bonus hit points. A creature's Hit Dice total is also treated as its level for determining how spells affect the creature and its maximum ranks in a skill. The Hit Dice rating should be used in conjunction with the Challenge Rating for determining an encounter's difficulty.

HP – This line notes the average Hit Points for a creature of the indicated number of Hit Dice and bonus Hit Points (if any).

Move – This line gives the creature's tactical speed on land (the amount of distance it can cover in one normal Move action). A creature can also double move or run as a character can with the same penalties.

Notes – This line gives the creature's type and number of attacks along with the appropriate damage for each. It will also contain any special attacks, abilities, or defenses a creature might have. It also includes the creature's type, such as Undead, Outsider, etc.

Below is a list of abbreviations used in the notes section and their explanations.

Abbreviation	Note
atk	attack
blindsight	Can see without sight.
d	disease
darkvision	Can see in the dark.
DR	Damage Resistance (See “Combat” section)
grapple	Monster may attempt to grapple on any successful hit.
lvl	level
p	poison
par	paralysis/paralyzed
rnd	round
S-LA	Spell-Like Ability
SR	Spell Resistance (See PG “Magic” section)
Swallow Whole	The round after successfully grappling, a monster may swallow that grappled prey.
vulnerable	Monster takes 50% more damage from type of atk listed.

Creatures with spell-like abilities don’t expend Hit Points when they use the ability. A creature casting a spell loses Hit Points normally for casting a spell.



Animals

Name	CR	AC	HD	HP	M	Notes
Bat	-6	16	1/4 d8	1	8	Blindsight, animal
Cat	-3	14	1/2d8	2	6	2 claws +4 (1d2-4), bite (1d3-4), animal
Lizard	-4	14	1/2 d8	2	4	bite +4 (1d4-4), animal
Rat	-5	14	1/4 d8	1	3	bite +4 (1d3-4), animal
Raven	-4	14	1/4 d8	1	8	claws +4 (1d2-5), animal
Toad	-6	15	1/4 d8	1	1	animal
Weasel	-3	14	1/2 d8	2	4	Bite +4 (1d3-4), grapple, animal

Hit Die 1 Monsters

Name	CR	AC	HD	HP	M	Notes
Darkmantle	1	17	1d10+1	6	4/6	Slam +5 melee (1d4+4), S-LA 5th <i>darkness</i> , grapple, constrict 1d4+4, +6 natural, blindsight 90', S16 D10 M2 C10, magical
A Darkmantle is about 4' long and resembles an aerial squid with webbing between its tentacles that allow it to fly.						
Drow	1	16	1d8	4	6	Rapier +3 melee (1d6+1) or hand crossbow +2 ranged (1d4+p), poison – unconscious 1 min./unconscious 2d4 hours (STR+PHY DC13 neg.), S-LA <i>dancing lights/darkness/faerie fire</i> , +4 chain shirt, +1 light shield, SR12, darkvision 120', humanoid
White is the most common hair color among Drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.						
Dwarf	1/2	16	1d8+2	6	4	Dwarven waraxe +3 melee (1d10+1) or shortbow +1 ranged (1d6), +4 scale mail, +2 heavy shield, darkvision 60', S13 D11 M10 C6, humanoid
Short and stocky men and woman from under the mountains with ruddy skin and dark hair and dark eyes.						
Elf	1.2	15	1d8	4	6	Longsword +2 melee (1d8+1) or longbow +3 ranged (1d8), +3 studded leather, +1 light shield, S13 D13 M10 C8, humanoid
Elves average 5 feet tall and typically weigh just over 100 pounds. Elves prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest.						
Gnome	1/2	16	1d8+2	6	4	Longsword +2 melee (1d6) or light crossbow +3 ranged (1d6), +4 chain shirt, +1 light shield, low-light vision, S11 D11 M10 C8, humanoid
Gnomes stand 3 to 3½ feet tall and weigh 40 to 45 pounds. Their skin color ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry.						
Goblin	1/3	15	1d8+1	5	6	Morningstar +2 melee (1d6) or javelin ranged (1d4), +2 leather, +1 light shield, darkvision 60', S11 D13 M10 C6, humanoid
A goblin stands 3 to 3½ feet tall and weighs 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors.						
Halfling	1/2	16	1d8+1	5	4	Longsword +3 melee (1d6) or light crossbow +3 ranged (1d6), +3 studded leather, +1 light shield, S11 D13 M10 C8, humanoid
Halflings stand about 3 feet tall and usually weigh between 30 and 35 pounds. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen.						
Hobgoblin	1/2	15	1d8+2	6	6	Longsword +2 melee (1d8+1) or javelin +2 ranged (1d6+1), +3 studded leather, +1 light shield, darkvision 60', S13 D13 M10 C8, humanoid
Hobgoblins are larger cousins of goblins. Hobgoblins' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair.						

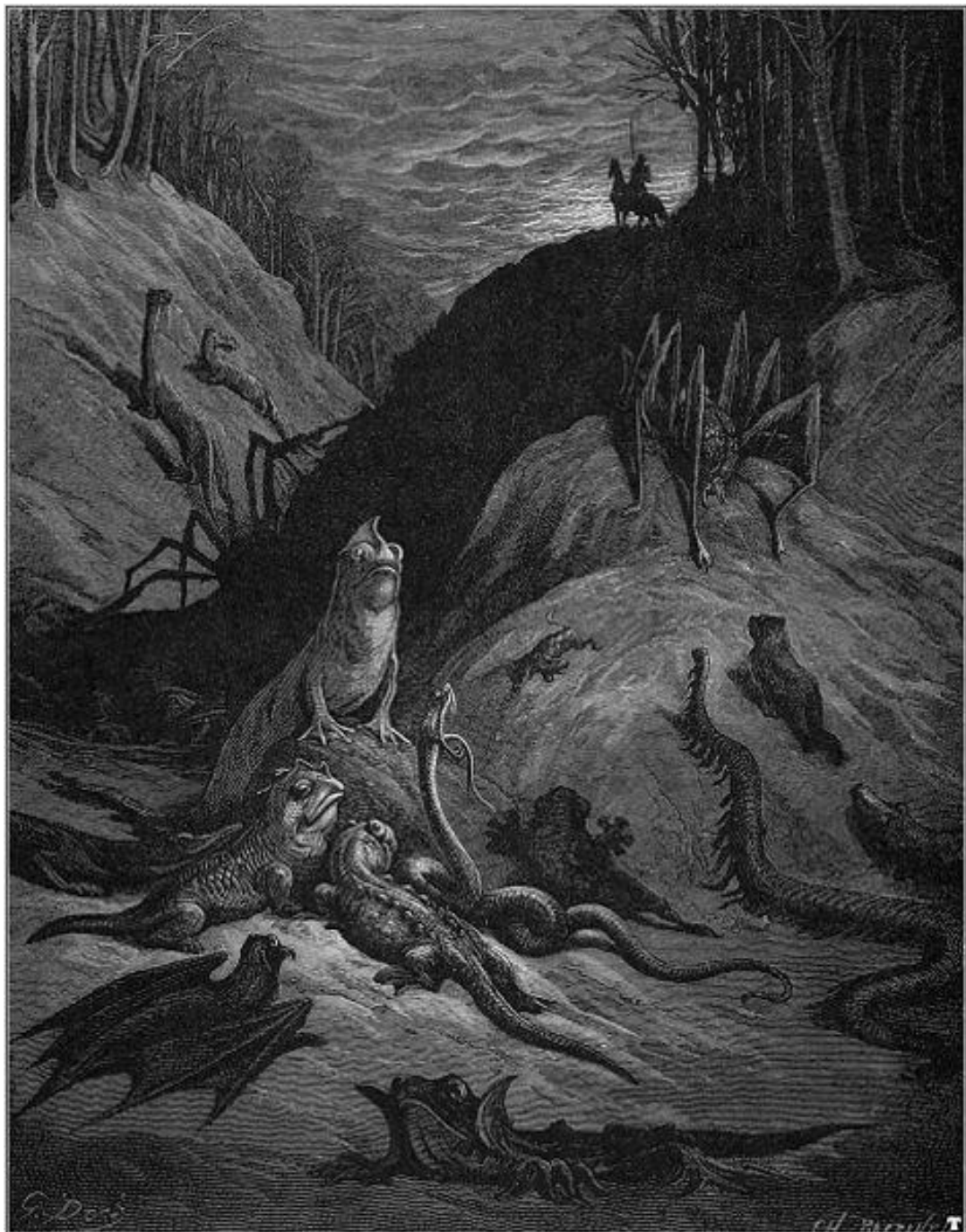
Kobold	1/4	15	1d8	4	6	Spear +1 melee (1d6-1) or sling +3 ranged (1d3-1), +1 natural, +2 leather, darkvision 60', light sensitivity (dazzled), S9 D13 M10 C8, humanoid
Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Its tail is nonprehensile. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2½ feet tall and weighs 35 to 45 pounds.						
Orc	1/2	13	1d8+1	5	6	Falchion +4 melee (2d4+4) or javelin +1 ranged (1d6+3), +3 studded leather, darkvision 60', light-sensitivity (dazzled), S17 D11 M8 C6, humanoid
An Orc's hair usually is black. It has lupine ears, reddish eyes, a high forehead, and a prominent jaw with jutting teeth. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male Orc is a little over 6 feet tall and weighs about 210 pounds.						
Pixie	4	16	1d6	3	4/12	Short sword +5 melee (1d4-2) or longbow +5 ranged (1d6-2), S-LA 8 th <i>detect evil/dispel magic/entangle</i> (DC14), special arrows – arrows may do no damage but instead; memory loss (Mind+lvl DC15 neg.) or sleep as spell (STR+PHY DC15 neg.), +1 natural, DR10/cold iron, <i>greater invisibility</i> , low-light vision, SR15, S7 D18 M16 C16, fey
A Pixie stands about 2½ feet tall and weighs about 30 pounds, with long, pointy ears and small wings. Pixies wear bright clothing, often including a cap and shoes with curled and pointed toes.						
Skeleton	1/3	15	1d12	6	6	Scimitar +1 melee (1d6+1) or 2 claws +1 melee (1d4+1), +2 natural, +2 heavy steel shield, DR5/bludgeoning, darkvision 60', immune cold, undead traits, S13 D13 M0 C1, undead
Literally a creature of sinew and bone clad in various bits and pieces of armor and clothing with a dull glow in its empty eye sockets.						
Stirge	1/2	16	1d10	5	2/8	Touch +7 melee (attach), attach – atk is auto grapple, blood drain – if attached deals D1d4STR (max 4 total then leaves), darkvision 60', low-light vision, S3 D19 M1 C6, magical
A Stirge's hairy body is about 1 foot long, with a wingspan of about 2 feet and it weighs about 1 pound. It has eight clawed legs and a long stinger protruding from the front of its head.						



Hit Die 2 Monsters

Name	CR	AC	HD	HP	M	Notes
Ghoul	1	14	2d12	13	6	Bite +2 melee 1d6+1 plus paralysis and 2 claws +0 (1d3 plus paralysis), paralysis – paralyzed 1d4+1 rnd (STR+PHY DC12 neg.), ghoul fever – bite, see PG “Diseases” (STR+PHY DC12 neg.), darkvision 60’, +2 turn resistance, undead traits, S13 D15 M13 C12, undead
Drawn and rotting skin is pulled tight over this dead creatures bones while an eerie glow emanates from its eyes.						
Gnoll	1	15	2d8+2	11	6	Battle axe +3 melee (1d8+2) or shortbow +1 ranged (1d6), +1 natural, +2 leather, +2 heavy steel shield, darkvision 60’, S15 D10 M8 C8, humanoid
Gnolls are tall, hyena-headed, evil humanoids with dirty yellow or reddish-brown fur that wander in loose tribes. A Gnoll is about 7½ feet tall and weighs 300 pounds.						
Krenshar	1	15	2d10	11	8	Bite +2 melee (1d6) and 2 claws +0 (1d4), S-LA 3rd <i>scare</i> sonic (screech) (Mind+Int DC13 neg.), +3 natural, darkvision 60’, low-light vision, scent, S11 D14 M6 C13, magical
The Krenshar is a strange, catlike carnivore with extremely flexible skin on its head. A typical Krenshar measures 4 or 5 feet in length with a long, narrow head. It weighs about 175 pounds.						
Lizardfolk	1	17	2d8+2	11	6	2 claws +2 melee (1d4+1) and bite +0 melee (1d4) or club +2 melee (1d6+1) and bite +0 melee (1d4) or javelin +1 ranged (1d6+1), +5 natural, +2 heavy shield, hold breath, S13 D10 M9 C10, humanoid
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.						
Shocker Lizard	2	16	2d10+2	13	8	Bite +3 melee (1d4), stunning shock – 5’ 2d8 nonlethal (DEX+PHY DC12 1/2), lethal shock – all lizards within 20’ combine D2d8/per lizard radius 20’ (DEX+PHY DC10+ #lizards 1/2), +3 natural, darkvision 60’, sense electricity 100’, immune electricity, low-light vision, magical
A Shocker Lizard has a pale gray or blue underside, shading to a darker hue on its back. It has blue-black markings along its back and tail. A Shocker Lizard is about 1 foot tall at the shoulder and weighs about 25 pounds.						
Spider Swarm	1	17	2d8	9	4	Swarm (1d6 plus poison), poison – 1d3STR/1d3STR (STR+PHY DC11 neg.), distraction – any character starting turn in swarm nauseated 1 rnd (STR+PHY DC11 neg.), swarm occupies 10’ area, darkvision 60’, immune weapons, tremorsense 30’, swarm traits, vermin traits, S1 D17 M0 C2, vermin
A spider swarm seeks to surround and attack any living prey it encounters.						
Troglodyte	1	15	2d8+4	13	6	Club +1 melee (1d6) and claw -1 melee (1d4) and bite -1 melee (1d4) or 2 claws +1 melee (1d4) and bite -1 melee (1d4), or javelin +1 ranged (1d6), stench – 30’ sickened 10 rnd (STR+PHY DC13 neg.), +6 natural, darkvision 90’, S10 D9 M8 C10, humanoid
A Troglodyte stands about 5 feet tall, weighs about 150 pounds and resembles Lizardfolk but are slightly smaller and even more reptilian looking.						
Wererat, hybrid form	2	16	2d8+3	12	6	Rapier +5 melee (1d6+1) or light crossbow +4 ranged (1d8) or Bite +6 melee (1d4+1 plus disease), filth fever – bite, see PG “Diseases” (STR+PHY DC12 neg.), curse of lycanthropy – bite, contract lycanthropy (STR+PHY DC15 neg.), +3 natural, alternate form – wererat dire rat/human, rat empathy,

						DR10/silver, low-light vision, scent, S13 D17 M10 C8, humanoid
						A Wererat in humanoid form tends to be a thin, wiry individual of shorter than average height. The eyes constantly dart around, and the nose and mouth may twitch if he or she is excited. Males often have thin, ragged mustaches.
Zombie	1/2	11	2d12+3	16	6	Slam +2 melee (1d6+1) or club +2 melee (1d6+1), +2 natural, single actions only (can't run), DR5/slashing, darkvision 60', undead traits, S12 D8 M0 C1, undead
						Zombies are corpses reanimated through dark and sinister magic.



Hit Die 3 Monsters

Name	CR	AC	HD	HP	M	Notes
Ankheg	3	18	3d10+12	28	6	Bite +7 melee (2d6+7 plus 1d4 acid), spit acid – 30' line (DEX+PHY DC14 avoid), grapple, +9 natural, darkvision 60', low-light vision, tremorsense, S21 D10 M1 C6, magical
The Ankheg is a segmented burrowing monster with a taste for fresh meat. An Ankheg has six clawed legs, mandibles, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.						
Bugbear	2	17	3d8+3	16	6	Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2), +3 natural, +2 leather, +1 light shield, darkvision 60', scent, S15 D12 M10 C9, humanoid
Taller than a man, a Bugbear's muscular body is covered in thick coarse fur and they have long, sharp fangs and claws.						
Choker	2	17	3d8+3	16	4	2 tentacles +6 melee (1d3+3), grapple, constrict 1d3+3, +4 natural, darkvision 60', quickness – may take an extra action, S16 D14 M4 C7, aberration
These vicious little predators lurk underground, grabbing whatever prey happens by. The size of a human child its long-limbed hands and feet have spiny pads that help the choker grip almost any surface.						
Gray Ooze	4	5	3d10+15	31	2	Slam +3 melee (1d6+1 plus acid), acid – any successful melee atk by or for Ooze melts contacted metal or wood (DEX+PHY DC16 avoid), constrict (1d6+1 plus 1d6+1 acid & -4 to DEX+PHY save), grapple, blindsight 60', immune cold/fire, transparent – auto hit for slam and acid damage (Mind+SUB DC15 to spot Ooze), S12 D1 M0 C1, ooze
A Gray Ooze appears to be a damp or wet spot of ground. They can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.						
Hag, Sea	4	14	3d8+6	19	6/4	2 claws +7 melee (1d4+4), horrific appearance – within sight 2d6STR (STR+PHY DC13 neg.), evil eye – 30' dazed 3 days (Mind+Int DC13 neg.), +3 natural, other move swim, SR14, darkvision 60', S19 D12 M10 C14, humanoid
A Sea Hag appears as a weatherworn old woman but the bent shape belies the maliciousness within.						
Hippogriff	2	15	3d10+9	25	10/20	2 claws +4 melee (1d4+4) and bite +1 melee (1d8+2), +4 natural, darkvision 60', low-light vision, scent, S18 D15 M2 C8, magical
Hippogriffs are aggressive flying creatures with the torso and hind end of a horse and front legs, wings and head of a giant eagle.						
Shadow	3	13	3d12	19	8	Incorporeal touch +3 melee (1d6STR), create spawn – any humanoid reduced to 0 STR by Shadow becomes one in 1d4 rnd under control of Shadow, darkvision 60', +2 turn resistance, only harmed by magic, incorporeal
A gloomy patch of moving darkness in roughly the shape of a human.						
Yeth Hound	3	20	3d8+6	19	8/12	Bite +6 melee (1d8+4), bay – sonic 300' panicked 2d4 rnd (Mind+Int DC11 neg.), trip (+3), +8 natural, DR10/silver, darkvision 60', scent, S17 D15 M6 C10, outsider
A Yeth Hound stands 5 feet tall at the shoulder and weighs about 400 pounds. This emaciated, hairless canine has a strange air of menace and cruelty about it.						

Hit Die 4 Monsters

Name	CR	AC	HD	HP	M	Notes
Assassin Vine	3	15	4d8+12	30	1	Slam +7 melee (1d6+7), constrict 1d6+7, entangle – 30' radius (STR/DEX+PHY DC13 neg.), grapple, +6 natural, blindsight 30', camouflage (Mind+SUR DC20 to spot Vine), immune electricity, low-light vision, resistance 10 cold/fire, S20 D10 M0 C9, plant

A vine about 20' long with smaller vines branching off that end in clusters of flat leaves with five finger-like shoots.						
Blink Dog	2	16	4d10	22	8	Bite +4 melee (1d6), S-LA 8 th <i>dimension door</i> (may atk in same rnd), darkvision 60', low-light vision, scent, S10 D17 M10 C11, magical
An intelligent looking dog with auburn fur and long, pointed ears.						
Centaur	3	14	4d8+8	26	10	Longsword +7 melee (2d6+6) or composite longbow (+4 STR bonus) +5 ranged (2d6+4), +3 natural, darkvision 60', S18 D14 M8 C11, humanoid
A Centaur has the upper body of a human and the lower body of a heavy horse.						
Doppelganger	3	15	4d8+2	22	6	Slam +5 melee (1d6+1), S-LA 13 th <i>detect thoughts</i> (Mind+lvl DC13 neg.), +4 natural, change shape – any S/M humanoid, immune sleep/charm, S12 D13 M13 C13, humanoid
In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slit pupils.						
Dryad	3	17	4d6	16	6	Dagger +6 melee (1d4), masterwork longbow ranged +7 (1d8), S-LA 5 th <i>entangle/charm person (DC13)/tree stride</i> , +3 natural, DR5/cold iron, tree dependant – can not move more than 300' from tree, S10 D19 M14 C18, fey
A Dryad's delicate features are much like a female elf's, though her flesh is like bark or fine wood, and her hair is like a canopy of leaves that changes color with the seasons.						
Gargoyle	4	16	4d8+19	37	8/12	2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1), +4 natural, DR10/magic, darkvision 60', freeze – (Mind+SUB DC20 to spot Gargoyle), S15 D14 M6 C7, humanoid
Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes.						
Gelatinous Cube	3	4	4d10+32	54	3	Slam +2 melee (1d6 plus paralysis plus 1d6 acid), paralysis – paralyzed 3d6 rnd (STR+PHY DC20 neg.), engulf – Move over prey and subject to paralysis and acid (DEX+PHY DC13 avoid), blindsight 60', immune electricity, transparent – engulfed (Mind+SUB DC15 to spot Cube), S10 D1 M0 C1, ooze
The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is 10 feet on a side and weighs about 15,000 pounds, though much larger specimens are not unknown.						
Ghast	3	17	4d12+3	29	6	Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis), paralysis – paralyzed 1d4+1 rnd (STR+PHY DC15 neg.), ghoul fever – bite, see PG "Diseases" (STR+PHY DC15 neg.), stench – 10' sickened 1d6+4 min. (STR+PHY DC15 neg.), darkvision 60', +2 turn resistance, +4 natural, undead traits, S17 D17 M13 C16, undead
Eyes glow from deep within this creatures withered body as a sharp stench and toothy grin greets you.						
Gibbering Mouther	5	19	4d8+24	48	2/2	6 bites +4 melee (1) and spittle +4 ranged touch (1d4 acid plus blindness), spittle – 30' blinded 1d4 rnd (STR+PHY DC18 neg.), gibbering – sonic 60' confusion 1d2 rnd (Mind+lvl DC13 neg.), grapple, swallow hole – cut way out 5HP AC19, blood drain – swallowed victims take 1d4 STR rnd, ground manipulation – creates quicksand in 2 rounds in 5' radius (treat as pinned), a Mouther's other move is swim, +8 natural, S10 D13 M4 C13, aberration
A Gibbering Mouther is a horrible creature seemingly drawn from a lunatic's nightmares with eyes and toothy mouths opening and closing all over the creature's doughy body.						
Hell Hound	3	16	4d8+4	22	8	Bite +5 melee (1d8+1 plus 1d6 fire), breath weapon – 10' cone 2d6 fire (DEX+PHY DC13 1/2), +5 natural, darkvision 60', immune fire, scent, vulnerable cold, S13 D13 M6 C6,

outsider					
A typical hell hound stands 4½ feet high at the shoulder and weighs 120 pounds with reddish fur and black markings and features.					
Ogre	3	16	4d8+11	29	6
Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5), +5 natural, +3 hide armor, darkvision 60', low-light vision, S21 D8 M6 C7, giant					
Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.					
Vampire Spawn	4	15	4d12+3	29	6
Slam +5 melee(1d6+4 plus energy drain), energy drain – lose a level (vampire +5HP) (STR+PHY DC14 neg.), blood drain – on successful grapple and pin 1d4STR (vampire +5HP each time), domination – gaze attack 30' <i>dominate person</i> 5 th (Mind+Int DC14 neg.), +3 natural, +2 turn resistance, DR5/silver, darkvision 60', fast healing 2, resistance 10 cold/electricity, <i>gaseous form</i> 6 th , <i>spider climb</i> , undead traits, S16 D14 M13 C14, undead					
Vampire spawn are undead creatures that come into being when vampires slay mortals. Like their creators, spawn remain bound to their coffins and to the soil of their graves. Vampire spawn appear much as they did in life, although their features are often hardened, with a predatory look.					
Wight	3	15	4d12	26	6
Slam +3 melee (1d4+1 plus energy drain), energy drain – lose a level (Wight +5HP) (STR+PHY DC14 neg.), create spawn – any humanoid slain by Wight becomes one in 1d4 rnd under command of Wight, +4 natural, darkvision 60', undead traits, S12 D12 M11 C15, undead					
A Wight is about the height and weight of a human but the appearance is a weird and twisted reflection of the form it had in life compared to its debased self now.					
Worg	2	14	4d10+8	30	10
Bite +7 melee (1d6+4), trip (+3), +2 natural, darkvision 60', low-light vision, scent, S17 D15 M6 C10, magical					
More intelligent than their smaller cousins, the wolf, a Worg has gray or black fur, grows to 5 feet long and stands 3 feet tall at the shoulder. It weighs 300 pounds.					



Adventures

Encounters

By far, encounters will be the most fun of any part of your adventures. This doesn't always mean combat necessarily, but hopefully it does!

When you're putting together an adventure for your player's characters the main thing to take into consideration is the party's level. After all, you don't want a bunch of level 1 newbies running through your "Demons of Death" adventure for characters of levels 12-14.



So how do you balance an encounter for a party? It's pretty simple really. Remember back in the Level Advancement section where you read...

"Encounter Levels equal; the Hit Dice (HD) of defeated monsters... For defeated monsters add +1 to the EL for each doubling of the number of foes, i.e. 1 kobold = EL 1, 2 kobolds = EL 2, 4 kobolds = EL 4, etc."

Use the EL formula above for your player's characters except replace Hit Dice (HD) with the character's levels. Four level 4 party members would be an EL 6 party. 1 character = EL 4, 2 characters = EL 5, 4 characters = EL 6. This is the Party Encounter Level or PEL.

By now you probably know that creatures don't have levels but instead have Hit Dice (HD), which is basically a measure of their number of Hit Points (HP), Saving Throw bonus, Skill bonus, etc., but doesn't take into consideration things like a creature's special abilities. Creatures also have a Challenge Rating (CR) which is a measure of their toughness that takes into consideration the creature's special abilities. If you didn't know, go take a quick peak at the Creatures section and you'll see what we were talking about.

Now back to our party with a Party Encounter Level (PCL) of 6. An equal fight for the party would be four creatures with 4 Hit Dice each that have an EL of 6 too, per the Encounter Level (EL) formula. The Party Encounter Level (PEL) is 6 and the creatures EL is 6.

An equal fight is nice for the Game Master but if every creature or creatures the player's characters came across was their equal, well, there would be a lot of unhappy players, read as, lots of dead characters. So what's a good rule of thumb for setting encounter toughness? Make the majority of encounters Encounter Level (EL) a quarter up to a half of the Party Encounter Level (PEL). This will drain some of the party's resources, Hit Points (HP), spells, magic items, etc. but not overwhelm them.

So, throughout your adventure scatter a few easy encounters, where the creatures Encounter Level (EL) is a quarter of the Party Encounter Level (PEL), a couple of equal

encounters where the Party Encounter Level (PEL) is the same as the creatures Encounter Level (EL), and a big finale where the creatures Encounter Level is +3, +4, or +5 over the Party Encounter Level (PEL).

For example; for our party with a Party Encounter Level (PEL) of 6 an easy encounter would be EL 1 or EL 2. If you choose a creature with an EL 1, which is less than a quarter of the Party Encounter Level (PEL) of 6, look at creatures that have a Challenge Rating (CR) of 2. This should even things out a bit as the creature is a little more powerful than a creature with a Hit Die of 1 and a Challenge Rating of 1. If you choose a creature with an Encounter Level (EL) of 2, which is more than a quarter of the Party Encounter Level (PEL) of 6, look for a creature with a Challenge rating of 1.

Don't stress too much over making the numbers come out perfect. Just use the Party Encounter Level (PEL), creature's Encounter Level (EL) and Challenge Rating (CR) to get as close as you can.

One last thing, what to do with character partys or groups of creatures with different levels or Hit Dice (HD).

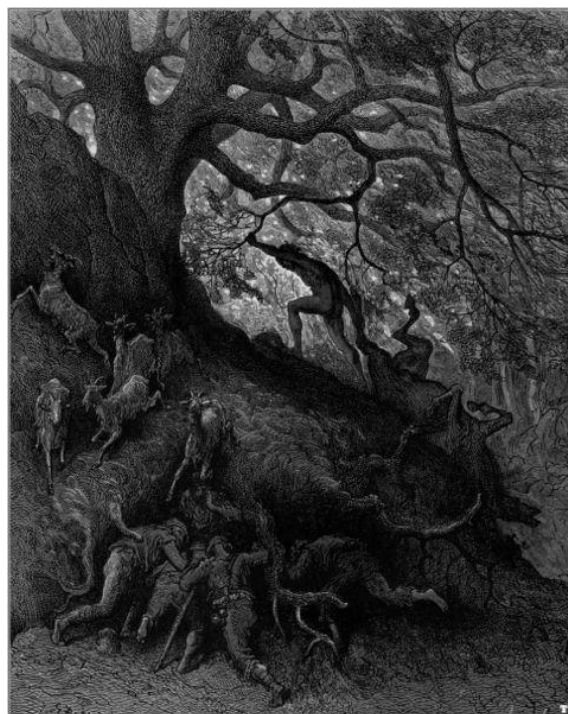
Say your player's characters are at different levels. Maybe the party has a level 4 character, two level 3 characters and a level 2 character. To determine the Party Encounter Level (PEL) add up all the characters levels and then divide by the number of characters in the party. Our party of adventurers would be $(4+3+3+2)/4 = 3$. Then add +1 for each doubling of the number of party members. So two party members is PEL 4 and 4 party members is PEL 6. If you end up with a fraction, round down. For creatures you will do the same except use the creatures Hit Dice (HD).

Encounter Levels

While the most common way for characters to gain EL's, of course, is through defeating

enemies. Characters also gain EL's for any traps disabled by the party's Rogue. But, what other ways could characters gain EL's?

Well, how about through Skill checks? Now, characters shouldn't get EL's simply because they decided to climb every moderately challenging wall in sight. You may decide that Skill checks of a certain DC or higher will award the character or party EL's for the Skill checks uncommon difficulty.



For example; you might decide to award one EL to the party of level 1 adventurers for every DC 17 or higher Skill check that they are successful at, such as hiding from the giant who is dragging his dinner, their horse, home to his cave.

Another approach is to set certain Skill checks in your adventure that award EL's while others do not award EL's. The Skill checks with an EL award should be something special that the characters accomplish or is relevant to the adventure and its story.

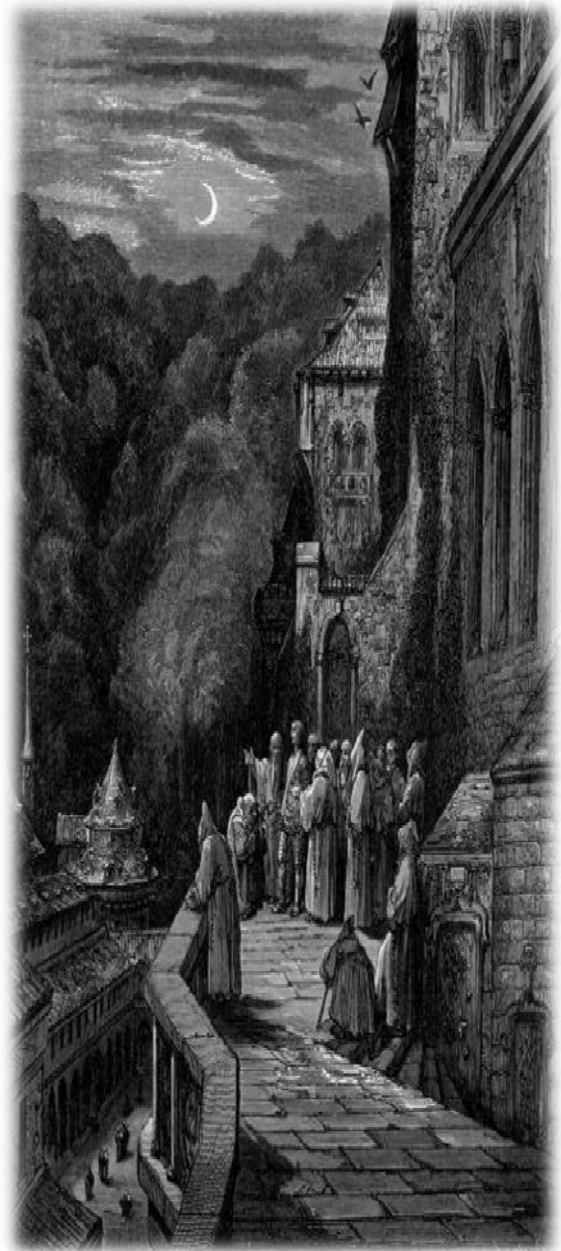
For example; your player's characters have discovered that a town local may have some information as to the whereabouts of several missing villagers. You have secretly set a DC 18 to any Skill check involving the characters getting the information out of the town local. The characters can try as many different approaches as they like, intimidation, bribery, etc. but each time they fail the DC goes up +1. If they succeed you might award them all 1 EL or more depending on their character level.

The following table gives some ranges for Difficulty Classes by character level and general difficulty; Easy, Moderate and Hard. You can use these guidelines when trying to gauge how difficult a Skill check should be.

Difficulty Class Values by Character Level

Level	Easy	Moderate	Hard
1-3	3-5	9-11	13-15
4-6	6-8	12-14	16-18
7-9	9-11	15-17	19-21
10-12	12-14	18-20	22-24
13-15	15-17	21-23	25-27
16-18	18-20	24-26	28-30
19-21	21-23	27-29	31-33

A good award for a special Skill check should be 1 x Character Level. So a level 3 character or party, successfully completing a special Skill check would be awarded 3 EL's each.



Movement

Characters will eventually leave the comfort of their hometown and surrounding area for distant lands across the realms using various means of travel. Below are tables for movement by time and means.

Movement and Distance Tables

Personal

Movement in One Round

Speed	3	4	6	8
One Round (Tactical)*	15 ft.	20 ft.	30 ft.	40 ft.
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (Heavy Armor)	45 ft.	60 ft.	90 ft.	120 ft.
Run (Light or Med. Armor)	60 ft.	80 ft.	120 ft.	160 ft.

Movement in One Minute

Speed	3	4	6	8
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (Heavy Armor)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (Light or Med. Armor)	600 ft.	800 ft.	1,200 ft.	1,600 ft.

Movement in One Hour

Speed	3	4	6	8
Walk	1½ m.	2 m.	3 m.	4 m.
Hustle	3 m.	4 m.	6 m.	8 m.
Run	—	—	—	—

Movement in One Day

Speed	3	4	6	8
Walk	12 m.	16 m.	24 m.	32 m.
Hustle	—	—	—	—
Run	—	—	—	—

Mounts

Mounts Movement

Mounts	Per Hour	Per Day
Light Horse or Warhorse	6	48
Heavy Horse or Warhorse	5	40
Pony or Warpony	4	32
Donkey or Mule	3	24
Dog, Riding	4	32

Mount Movement with Barding

	Base Speed		
Barding	40'	50'	60'
Medium	30'	35'	40'
Heavy	30'*	35'*	40'*

*A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.



Vehicles

Vehicle Movement

Vehicles	Per Hour	Per Day
Cart or Wagon	2	16
Raft or Barge (poled or towed)	1/2	5
Keelboat (rowed)	1	10
Rowboat (rowed)	1 1/2	15
Sailing Ship (sailed)	2	48
Warship (sailed and rowed)	2 1/2	60
Longship (sailed and rowed)	3	72
Galley (rowed and sailed)	4	96

Rafts, barges, keelboats, and rowboats are used on lakes and rivers.

If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Terrain

The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see the Terrain and Overland Movement Table). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths. For terrain effects in combat see the Other Hazards section.

Terrain and Overland Movement Table

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	×1	×½	×½
Flatlands	×1	×1	×¾
Forest	×1	×1	×½
Hills	×1	×¾	×½
Jungle	×1	×¾	×¼
Moor	×1	×1	×¾
Mountains	×¾	×¾	×½
Swamp	×1	×¾	×½
Tundra, frozen	×1	×¾	×¾



Traps

Traps EL 1

Trap	CR	Find	Trap	Save	Attacks	Special
Basic Arrow Trap	1	20	20	-	arrow +10 (1d6)	-
Camouflaged Pit Trap	1	24	20	20	-	10 ft deep (1d6)
Deeper Pit Trap	1	20	23	15	-	2 squares, 20 ft deep (2d6)
Fusillade of Darts	1	14	20	-	1d4 darts +10 (1d4+1)	-
Poison Dart Trap	1	20	18	-	dart +8 (1d4 & poison)	poison (DC 12, 0/1d4 PHY + 1d3 Mind)
Poison Needle Trap	1	22	20	-	needle +8 (1 & poison)	poison (DC 13, 1/1d2 PHY)
Portcullis Trap	1	20	20	-	portcullis +10 (3d6)	blocks passageway
Razor-Wire Across Hallway	1	22	15	-	wire +10 (2d6)	2 squares
Rolling Rock Trap	1	20	22	-	rock +10 (2d6)	2 squares
Scything Blade Trap	1	21	20	-	blade +8 (1d8)	-
Spear Trap	1	20	20	-	spear +12 (1d8)	200-ft max range
Swinging Block Trap	1	20	20	-	block +5 (4d6)	-
Wall Blade Trap	1	22	22	-	blade +10 (2d4)	-

Traps EL 2

Trap	CR	Find	Trap	Save	Attacks	Special
Box of Brown Mold	2	22	16	-	-	5-ft aura (3d6 cold nonlethal)
Bricks from Ceiling	2	20	20	-	bricks +12 (2d6)	2 squares
Burning Hands Trap	2	26	26	11	-	spell, Mage1 (1d4 fire, save 1/2)
Camouflaged Pit Trap	2	24	19	20	-	2 squares, 20 ft. deep (2d6)
Inflict Light Wounds Trap	2	26	26	-	-	spell,Clr1 (1d8+1, Mind+KNOW DC 11 1/2)
Javelin Trap	2	20	18	-	javelin +16 (1d6+4)	-
Large Net Trap	2	20	25	14	net +5 (grapple STR 18)	10x10 ft area
Pit Trap	2	20	20	20	-	40 ft deep (4d6)
Poison Needle Trap	2	22	17	-	needle +17 (1 & poison)	poison (DC 14, 1 point STR/unconscious)
Spiked Pit Trap	2	18	15	20	1d4 spikes +10 (1d4+2)	2 squares, 20 ft deep (2d6)
Tripping Chain	2	15	18	-	chain +15 (trip), spikes +15 (2d4+2)	+4 spikes atk if prone
Well-Camouflaged Pit Trap	2	27	20	20	-	10 ft deep (1d6)

Traps EL 3

Trap	CR	Find	Trap	Save	Attacks	Special
Burning Hands Trap	3	26	26	11	-	spell, Mage5 (5d4 fire, save 1/2)
Camouflaged Pit Trap	3	24	18	20	-	2 squares, 30 ft deep (3d6)
Ceiling Pendulum	3	15	27	-	greataxe +15 (1d12+8)	-
Fire Trap	3	27	27	13	-	spell, Mage4 (1d4+3 fire, save 1/2)
Extended Bane Trap	3	27	27	-	-	spell, Clr3 (Mind+KNOW DC 13 neg.)
Ghoul Touch Trap	3	27	27	-	-	spell, Mage3 (STR+PHY DC 13 neg.)
Hail of Needles	3	22	22	-	needles +20 (2d4)	-
Acid Arrow	3	27	27	-	arrow +2 touch (2d4 acid for 2 rounds)	-
Pit Trap	3	20	20	20	-	60 ft deep (6d6)
Poisoned Arrow Trap	3	19	15	-	arrow +12 (1d8 & poison)	poison (DC 14, 1d4/1d4 STR)
Spiked Pit Trap	3	21	20	20	1d4 spikes +10 (1d4+2)	2 squares, 20 ft deep (2d6)
Stone Blocks from Ceiling	3	25	20	-	blocks +10 (4d6)	-

Traps EL 4

Trap	CR	Find	Trap	Save	Attacks	Special
Bestow Curse Trap	4	28	28	-	-	spell, Clr5 (DC 14 Mind+KNOW neg.)
Camouflaged Pit Trap	4	25	17	20	-	2 squares, 40 ft deep (4d6)
Collapsing Column	4	20	24	-	blocks +15 (6d6)	-
Glyph of Warding (Blast)	4	28	28	14	-	spell, Clr5 (2d8 acid, save 1/2)
Lightning Bolt Trap	4	28	28	14	-	spell, Wiz5 (5d6 electricity, save 1/2)
Pit Trap	4	20	20	20	-	80 ft deep (8d6)
Poisoned Dart Trap	4	21	22	-	dart +15 (1d4+4 & poison)	10x10 ft area, poison (DC 10, 1d2/1d2 DEX)
Sepia Snake Sigil Trap	4	28	28	14	-	spell, Mage5 (save neg.)
Spiked Pit Trap	4	20	20	20	1d4 spikes +10 (1d4+5)	60 ft deep (6d6)
Wall Scythe Trap	4	21	18	-	scythe +20 (2d4+8)	-
Water-Filled Room Trap	4	17	23	-	-	10x10 ft room, 5 rounds delay
Wide-Mouth Spiked Pit Trap	4	18	25	20	1d4 spikes +10 (1d4+2)	2 squares, 20 ft deep (2d6)



Traps EL 5

Trap	CR	Find	Trap	Save	Attacks	Special
Camouflaged Pit Trap	5	25	17	20	-	2 squares, 50 ft deep (5d6)
Doorknob w/Contact Poison	5	25	19	-	-	poison (DC 13, 0/3d6 STR)
Falling Block Trap	5	20	25	-	block +15 (6d6)	2 squares
Fire Trap	5	29	29	16	-	spell, Mage7 (1d4+7 fire, save 1/2)
Fireball Trap	5	28	28	14	-	spell, Mage8 (8d6 fire, save 1/2)
Flooding Room Trap	5	20	25	-	-	room floods in 4 rounds
Fusillade of Darts	5	25	18	-	1d8 darts +18 (1d4+1)	10x10 ft area
Moving Executioner Statue	5	25	18	-	greataxe +16 (1d12+8)	2 targets
Phantasmal Killer Trap	5	29	29	-	-	spell, Mage7 (Mind+KNOW DC 16/STR+PHY DC 16)
Pit Trap	5	20	20	20	-	100 ft deep (10d6)
Poison Wall Spikes	5	17	21	-	spike +16 (1d8+4 & poison)	2 squares, poison (DC 12, 1d4/1d4 STR)
Spiked Pit Trap	5	21	20	25	1d4 spikes +10 (1d4+4)	2 squares, 40 ft deep (4d6)
Spiked Pit Trap (80 ft)	5	20	20	20	1d4 spikes (1d4+5)	80 ft deep (8d6)
Ungol Dust Vapor Trap	5	20	16	-	-	10x10 ft room, 2 rnd delay, poison (DC 15, 1/1d6+1 CHA)

Traps EL 6

Trap	CR	Find	Trap	Save	Attacks	Special
Built-to-Collapse Wall	6	14	16	-	blocks +20 (8d6)	10x10 ft area
Compacting Room	6	20	22	-	-	10x10 ft room, 4 rounds delay, crush (12d6)
Flame Strike Trap	6	30	30	17	-	spell, Clr9 (9d6 fire, save 1/2)
Fusillade of Spears	6	26	20	-	1d6 spears +21 (1d8)	10x10 ft area
Glyph of Warding (Blast)	6	28	28	14	-	spell, Clr16 (8d8 sonic, save 1/2)
Lightning Bolt Trap	6	28	28	14	-	spell, Mage10 (10d6 electricity, save 1/2)
Spiked Blocks from Ceiling	6	24	20	-	spikes +20 (6d6)	10x10 ft area
Spiked Pit Trap (100 ft)	6	20	20	20	1d4 spikes (1d4+5)	100 ft deep (10d6)
Whirling Poison Blades	6	20	20	-	dagger +10 (1d4+4 & poison)	3 squares, poison (DC 24, 1d6/2d6 STR)

Wide-Mouth Pit Trap	6	26	25	25	-	10x10 ft area, 40 ft deep (4d6)
Wyvern Arrow Trap	6	20	16	-	arrow +14 (1d8 & poison)	poison (DC 17, 2d6/2d6 STR)

Traps EL 7

Trap	CR	Find	Trap	Save	Attacks	Special
Acid Fog Trap	7	31	31	-	-	spell, Mage11 (2d6 acid for 11 rounds)
Blade Barrier Trap	7	31	31	19	-	spell, Clr11 (11d6, save 1/2)
Burnt Othur Vapor Trap	7	21	21	-	-	10x10 ft room, 3 rnd delay, poison (DC 18, 1/3d6 STR)
Chain Lightning Trap	7	31	31	19	-	spell, M11 (1st target 11d6 elec, next 11 targets 5d6 elec, save 1/2)
Black Tentacles Trap	7	29	29	-	6 tentacles +7 (1d6+4)	spell, Mage7 (1d4+7 tentacles in 2 squares)
Fusillade of Poison Darts	7	25	25	-	1d8 darts +18 (1d4+1 & poison)	10x10 ft area, poison (DC 13, 1/1d2 STR)
Lock Covered in Dragon Bile	7	27	16	-	-	poison (DC 26, 3d6/0 STR)
Summon Monster VI Trap	7	31	31	-	-	spell, Wiz11
Water-Filled Room	7	20	25	-	-	10x10 ft room, 3 rounds delay
Well-Camouflaged Pit Trap	7	27	18	25	-	2 squares, 70 ft deep (7d6)

Traps EL 8

Trap	CR	Find	Trap	Save	Attacks	Special
Deathblade Wall Scythe	8	24	19	-	scythe +16 (2d4+8 & poison)	poison (DC 20, 1d6/2d6 STR)
Destruction Trap	8	32	32	-	-	spell, Clr13 (STR+PHY DC 20 for 10d6)
Earthquake Trap	8	32	32	15	-	spell, Clr13 (65-ft radius, save varies)
Insanity Mist Vapor Trap	8	25	20	-	-	10x10 ft room, 1 rnd delay, poison (DC 15, 1d4/2d6 Mind)
Acid Arrow Trap	8	27	27	-	2 arrows +9 touch (2d4 acid for 7 rounds)	spell, Wiz18
Power Word Stun Trap	8	32	32	-	-	spell, Wiz13
Prismatic Spray Trap	8	32	32	20	-	spell, Wiz13 (save varies)
Reverse Gravity	8	32	32	-	-	spell, Wiz13 (6d6 and 6d6)

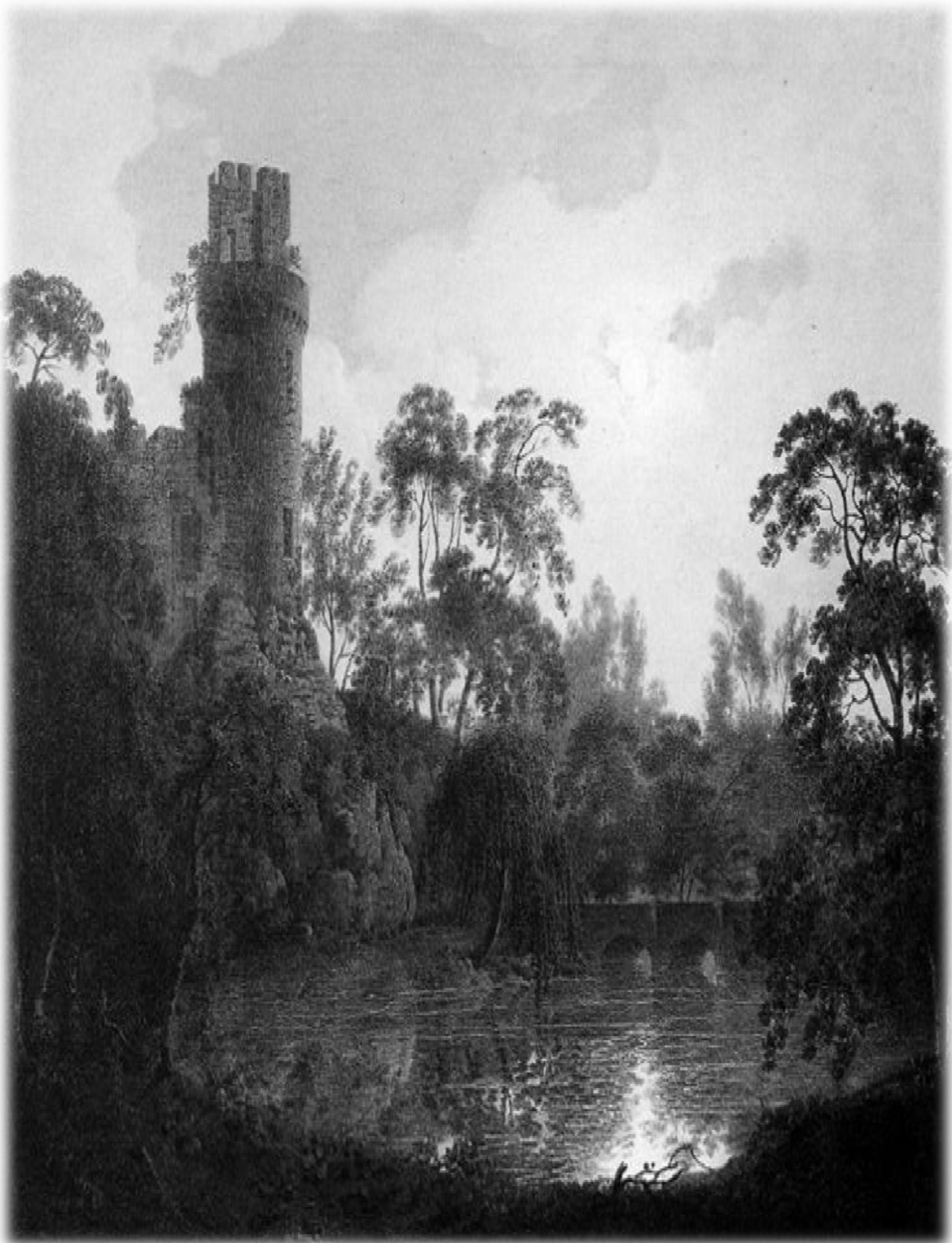
Trap						
Well-Camouflaged Pit Trap	8	27	18	20	-	100 ft deep (10d6)
Word of Chaos Trap	8	32	32	-	-	spell, Clr13

Traps EL 9

Trap	CR	Find	Trap	Save	Attacks	Special
Drawer Handle w/Poison	9	18	26	-	-	poison (DC 20, 3d6/3d6 STR)
Dropping Ceiling	9	20	16	-	-	10x10 ft room, 1 round delay, crush (12d6)
Incendiary Cloud Trap	9	33	33	22	-	spell, Wiz15 (4d6 for 15 rounds, save 1/2)
Wide-Mouth Pit Trap	9	25	25	25	-	10x10 ft area, 100 ft deep (10d6)
Wide-Mouth Poison Spike Pit	9	20	20	20	1d4 spikes +10 (1d4+5 & poison)	10x10 ft area, 70 ft deep (7d6)

Traps EL 10

Trap	CR	Find	Trap	Save	Attacks	Special
Crushing Room	10	22	20	-	-	10x10 ft room, 2 rounds delay, crush (16d6)
Crushing Wall Trap	10	20	25	-	-	crush (18d6)
Energy Drain Trap	10	34	34	-	touch +8 (2d4 neg levels, STR+PHY DC 23)	spell, Mage17
Forcecage and Summon Trap	10	32	32	-	-	spells, Mage13 (forcecage & summons Hamatula)
Poison Spike Pit Trap	10	16	25	20	1d4 spikes (1d4+5 & poison)	2 squares, 50 ft deep (5d6), poison (DC 24, 1d6/2d6 STR)
Wail of the Banshee Trap	10	34	34	-	-	spell, Mage17 (up to 17 creatures, STR+PHY DC 23 neg.)



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Diseases

Disease Summary Table

Disease	Type	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 STR ^{††}
Cackle fever	Inhaled	16	1 day	1d6 Mind
Demon fever	Injury	18	1 day	1d6 PHY [†]
Devil chills*	Injury	14	1d4 days	1d4 STR
Filth fever	Injury	12	1d3 days	1d3 DEX, 1d3 PHY
Mindfire	Inhaled	12	1 day	1d4 Mind
Mummy rot**	Contact	20	1 day	1d6 PHY
Red ache	Injury	15	1d3 days	1d6 STR
Shakes	Contact	13	1 day	1d8 DEX
Slimy doom	Contact	14	1 day	1d4 PHY [†]
Diseases allow an initial STR+PHY save to avoid infection. If failed, an incubation period is counted.				
After that, a STR+PHY save is made each day to avoid listed damage; 2 successes in a row ends the disease.				
* Requires three successful saves in a row to end the disease.				
** Successful saves do not end disease; only magical healing can.				
† When damaged, a second failed save indicates 1 point of damage is permanent.				
†† Any time 2 points are taken, a second failed save indicates permanent blindness.				

Healing a Disease

Use of a heal Skill check, Mind+KNOW, can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer (Cleric or Paladin) makes a Skill check, Mind+KNOW. The diseased character can use the healer's result in place of his saving throw if the heal Skill check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to Statistic/Skill damage at a rate of 1 per day per Statistic/Skill, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Poison

Poisons Table

Poison	Type	DC	Damage	Secondary Damage	Price
Small centipede poison	Injury	11	1d2 DEX	1d2 DEX	90
Greenblood oil	Injury	13	1 PHY	1d2 PHY	100
Medium-size spider venom	Injury	14	1d4 STR	1d4 STR	150
Bloodroot	Injury	12	0	1d4 PHY + 1d3 Mind	100
Purple worm poison	Injury	24	1d6 STR	2d6 STR	700
Large scorpion venom	Injury	18	1d6 STR	1d6 STR	200
Wyvern poison	Injury	17	2d6 PHY	2d6 PHY	3,000
Blue whinnis	Injury	14	1 PHY	Unconsciousness	120
Giant wasp poison	Injury	18	1d6 DEX	1d6 DEX	210
Shadow essence	Injury	17	1 STR*	2d6 STR	250
Black adder venom	Injury	11	1d6 PHY	1d6 PHY	120
Deathblade	Injury	20	1d6 PHY	2d6 PHY	1,800
Malyss root paste	Contact	16	1 DEX	2d4 DEX	500
Nitharit	Contact	13	0	3d6 PHY	650
Dragon bile	Contact	26	3d6 STR	0	1,500
Sassone leaf residue	Contact	16	2d12 hp	1d6 PHY	300
Terinav root	Contact	16	1d6 DEX	2d6 DEX	750
Carrion crawler brain juice	Contact	13	Paralysis**	0	200
Black lotus extract	Contact	20	3d6 PHY	3d6 PHY	4,500
Oil of taggit	Ingested	15	0	Unconsciousness	90
Id moss	Ingested	14	1d4 Mind	2d6 Mind	125
Striped toadstool	Ingested	11	1 Mind	2d6 Mind	180
Arsenic	Ingested	13	1 PHY	1d8 PHY	120
Lich dust	Ingested	17	2d6 STR	1d6 STR	250
Dark reaver powder	Ingested	18	2d6 PHY	1d6 PHY + 1d6 STR	300
Ungol dust	Inhaled	15	1 COM	1d6 COM + 1 COM*	1,000
Burnt othur fumes	Inhaled	18	1 PHY*	3d6 PHY	2,100
Insanity mist	Inhaled	15	1d4 Mind	2d6 Mind	1,500
Poisons force an immediate save for initial damage, and another 1 minute later for secondary damage.					
Any application or attack with a poisoned weapon has a 1-in-20 chance of poisoning the user (DEX+PHY DC15 negates).					
Paralysis lasts 2d6 minutes. Unconsciousness lasts 1d3 hours.					
* Indicates permanent damage (instead of temporary).					
** Lasts 2d6 minutes.					

Other Hazards

Extreme Heat and Cold

If a character finds them self in an environment where the temperatures are unnatural cold or hot and even being appropriately dressed still leaves the character susceptible to the elements a saving throw will need to be made once every 10 minutes (STR+PHY DC15 +1 for each previous saving throw attempted) or suffer D1d6.

Falling

A character takes D1d6 for every 10' fallen, half on a DEX+PHY saving throw where the DC is equal to the depth fallen in feet.

Spikes

Add +1 point to falling damage per 10' fallen (max +10).

Ice

If a character is moving onto or across ice they use 2 squares of movement when walking. If the character is moving faster than a walk or in

combat a (DEX+PHY DC 15) saving throw must be made or the character falls, prone.

Sand, Mud and Shallow Water

If you have a sandy, muddy or shallow water area that characters are trying to maneuver in that you feel would inhibit them then have movement cost 2 squares per move if walking. If moving faster then a normal move, a (DEX+PHY DC15) saving throw must be made or no more than a normal move is possible and no other action, like an attack, is possible.

Darkness

If torches or lanterns are mysteriously blown out, or Light spells dispelled, characters can find themselves suddenly in the dark. Any characters without darkvision and no light source are considered Blind (see Conditions).

Starvation

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a check each day (STR+PHY DC10, +1 for each previous check) or take 1d6 points of damage.



Appendix A

Miscellaneous Costs

Food, Drink and Lodging

Good or Services	Cost
Ale, mug	4cp
Inn stay (per day)	
Good	2gp
Common	5sp
Poor	2sp
Meals (per day)	
Good	5sp
Common	3sp
Poor	1sp
Wine, common, pitcher	2sp

Spellcasting and Services

Services	Cost
Coach cab	3cp per mile
Hireling, trained	3sp per day
Hireling, untrained	1sp per day
Messenger	2cp per mile
Road or gate toll	1cp
Ship's passage	1sp per mile
Spell, 0-level	Caster level x5gp
Spell, 1 st -level	Caster level x10gp
Spell, 2 nd -level	Caster level x20gp
Spell, 3 rd -level	Caster level x30gp
Spell, 4 th -level	Caster level x40gp
Spell, 5 th -level	Caster level x50gp
Spell, 6 th -level	Caster level x60gp
Spell, 7 th -level	Caster level x70gp
Spell, 8 th -level	Caster level x80gp
Spell, 9 th -level	Caster level x90gp



Appendix B

Mass Combat

Most combat is carried out on a one-on-one basis with each set of stats, combat bonuses, armor class, hit points, etc., applying to a single character or monster. When you are dealing with large groups of characters and monsters this can be extended by adding a combat scale.

Combat scale is a multiplier that shows a unit relative to the norm. It is only applied to damage in combat between groups of different sizes. It acts as a multiplier and divisor for damage given and also any damage taken. Armor class, hit points and all other stats remain the same.

Combat Scale

Number in Group	Combat Scale (CS)
2-5	3
6-10	4
11-20	5
21-40	6
41-80	7
81-160	8
161-320	9
321-640	10

For example; a group of 20 goblins will have a CS5 per the table. The combat stats are still HD1d8+1 (5HP), AC15, Morningstar +2 D1d6, or Javelin +3 D1d4. Against anything with the same combat scale, for example a group of 15 elves, combat is resolved normally as if it was one goblin against one elf.

However, if the battle started off with groups of different CS than use the combat scale and reduce the scale as hit points are lost.

First, determine the hit points for the members of each group by taking the hit points

for a single member of the group and dividing it by the total members in the group.

For example; the 20 goblins have 5 hit points so, $5/20=.25\text{HP}$ each. One goblin therefore has .25 hit points. This number of hit points for each goblin will stay the same for the duration of the battle.

For example; if the 20 goblins above are reduced to 2 hit points they have lost over half their group and are now CS4 ($5\text{HP}/20\text{ goblins} = .25\text{HP}$ each and taking 3HP in damage kills 12 of the goblins ($3\text{HP damage} / .25\text{HP per goblin} = 12$). When down to just 1HP the goblins are CS3 ($4\text{HP damage} / .25\text{HP per goblin} = 16$) with only 4 goblins left alive.

To determine how much damage one given group gives or takes, multiply the damage given by the attacking groups CS and then divide this number by the defending groups CS.

For example; the elves mentioned above have reduced the goblins numbers down to 8, CS4. In the next round the elves score another hit and a 1 is rolled for damage. $1\text{ damage} \times \text{elves CS5} = 5$. Now take the elves' 5 damage / goblins CS4 = 1.25 or 1. The goblins take 1 hit point of damage which equals 4 of the goblin's group members ($1\text{HP damage} / .25\text{HP per goblin} = 4$).

If the combat scale becomes the same for both groups than resolve combat normally or until the two groups once again have different CS's.

Calculating EL's

Experience gained from taking part in a battle is equal to the HD of the opponent, +1 for each CS higher than your own.

For example; a member of the 20-strong grey company (CS5) would earn 3 EL's in a battle against 35 gnolls (2HD and CS6).

Mass Combat Examples

Orcs vs. Elves

Twenty orcs (CS5 and 5HP) enter a forest glade where they are beset upon by 15 elves (CS5). As their CS is the same, it's treated as a straight one-on-one combat. The elven archers fire their longbows and hit for 3 hit points of damage. The Orcish group is down to 2 hit points with 8 orcs left and CS4. The CS's are now different for the two groups, CS4 for the orcs and CS5 for the elves. Now mass combat and the combat scale come into play.

The orcs rally and snarl, preparing to flush out the elves with their barbed falchions as they charge into the bushes. Unable to locate the hidden elves the orcs scream as another volley of arrows are fired into their midst. The elves hit for 2 hit points of damage. 2HP damage x the elves CS of 5 = 10HP damage. 10HP damage / the orcs CS of 4 = 2.5 or 3HP of damage. The orcs only have .25HP each or a total group HP of 2 left and silence falls in the clearing as Orcish blood soaks into the grass.

Knights vs. Red Dragon

The 500-strong Order of the Purple Flame stands ready against the Red Dragon. They are CS10 while the Red Dragon is CS1, though formidable.

500 Knights: HD2d8+4 (14HP), AC18, Lance +7 D1d10+4, Longsword +6 D1d8+2
Red Dragon: HD13x12+39 (123), AC21, Bite +20 D2d6+7, Breath 10d10 DC24

The Red Dragon flies high above and breathes flame across the Order's phalanx for 46 hit points of damage. The Knights dive for cover beneath their shields (DEX+PHY DC24 1/2) and they roll a 25 taking only half damage, 23HP. 23HP damage / CS of 10 = 2.3 or 2HP damage. The Knights have .03HP each (14/500=.028 or .03). 2HP damage / .03HP per Knight = 66.6 or 67 Knights who perish in the flames leaving 433 to face the beast. The Knights are still CS10.

The Knights ready their horses to charge as the Red Dragon lands to the thunder of 2000 hooves coming towards him. The Knights hit scoring 11 damage, 11 damage x CS of 10 =110 damage. The Red Dragon is a CS1 so he takes the entire 110
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damage leaving 13HP and bleeding from the impact of many lances.

The Red Dragon roars and lunges in anguish, biting savagely. It hits for 17 damage. 17 damage / the Knights CS of 10 = 1.7 or 2 damage. 2 damage / the Knights .03HP each =66.6 or 67 dead Knights. There are now a total of 134 rider-less horses leaving 366 Knights who manage to maintain there CS10.

The Knights draw their longswords and surround the downed Red but their weapons do little more than scratch it as they miss.

The dragon turns to bite again and rolls a natural 20, a critical, doing 19 points of damage. 19 damage / the Knights CS of 10 =1.9 or 2 damage. 2 damage / the Knights .03HP each =66.6 or 67 Knights who perish. There are 299 Knights left who now have a CS9 due to their diminished numbers with a total of 8HP remaining.

After watching a few more of their number gobbled up the Knights attack again and their longswords bite true for 6 damage. The Knights 6 damage x their CS of 9 =54 damage. The Red Dragon is down for good, finally.



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