

M20 FIFTH (VERSION 0.6)

This is a trimmed-down, subminiature version of the Fifth Edition of the World's Most Popular Role-playing game (see license for more info) that has been designed to be quick and easy to play.

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

CHARACTERS

STATS

There are 3 stats : Strength (**STR**), Dexterity (**DEX**) and Mind (**MIND**).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Alternatively you may use the array of 15, 12, 8.

Stat bonus = (STAT-10)/2, round down.

RACES

Humans: +1 to all Stats

Magical Races (i.e. Elves, Gnomes): +2 MIND

Tough Races (i.e. Dwarves, Half-Orcs, Dragonborn): +2 STR

Quick Races (i.e. Halflings): +2 DEX

CLASSES

The classes are **Fighter, Rogue, Mage and Cleric**. Characters start at level 1 with a **proficiency bonus** of +2.

FIGHTER

Skill and Save Proficiencies: Physical, STR or DEX Saves (pick one)

Armor Proficiencies: All armor, Shield

Extra Ability Score Increase: At level 1, you get an extra ability score increase.

Improved Stamina: +3 to HP per level. When taking short rests, add 3 hp per rest dice spent.

Multiple Attacks: You gain an additional attack at 5th level, and again at 11th and 20th level.

Extended Crit Range: At level 3 you crit on a 19-20. At level 15 you crit on an 18-20.

Starting Equipment: Vial of Holy Water, 55 gp, a fast pack (see Equipment)

ROGUE

Skill and Save Proficiencies: Subterfuge, DEX saves

Armor Proficiencies: Light armor

Sneak Attack: Whenever you have advantage, or are flanking an opponent you may add [Half Level, rounded up]d6 to your damage.

Cunning Action: As a bonus action, you may make a Subterfuge check or Dash.

Starting Equipment: Thieves Tools, 50 gp, a fast pack (see Equipment)

MAGE

Skill and Save Proficiencies: Knowledge, MIND Saves

Armor Proficiencies: No armor

Signature Spell: Choose one spell (or one action-realm combination if using Words of Power.) Casting this spell costs 1 MP less.

Arcane Spellcasting: See Magic for more information.

Starting Equipment: Spellbook, 2 Spell Pouches, 55 gp, a fast pack (see Equipment)

CLERIC

Skill and Save Proficiencies: Communication, MIND Saves

Armor Proficiencies: Medium Armor, Shield

Divine Spellcasting: See Magic for more information.

Channel Divinity: You have the ability to channel positive energy once per rest to Turn Undead or Preserve Life. At level 6 this becomes twice per rest, and at level 18 this becomes three times per rest. To **Turn Undead** the cleric brandishes their holy symbol forcing all undead within 30 feet to make a MIND save (DC 8 + cleric's MIND bonus + cleric's proficiency) or flee. If the undead roll a 1 on their save, they are immediately destroyed. **Preserve Life** restores [5 * level] hp divided to taste among allies within 30 feet.

Starting Equipment: Silver holy symbol, 55 gp, a fast pack (see Equipment)

BACKGROUNDS

Every character should also choose a background, which grants them proficiency in one skill, and grounds them in the world. Every background provides a great starting point for role-playing. Perhaps a criminal has underworld contacts, perhaps a soldier can still get respect among patriotic peasants, perhaps a sage can easily find obscure information in books when they need to.

- **Communication Backgrounds:** Acolyte, Noble, Folk Hero, etc.
- **Subterfuge Backgrounds:** Criminal, Urchin, Charlatan, etc.
- **Knowledge Backgrounds:** Sage, Hermit, etc.
- **Physical Backgrounds:** Soldier, Sailor, etc.

Optional Rule (Specialization): If a character has a background which grants a proficiency which they already get from their class, they may add twice their proficiency bonus to d20 rolls.

SKILLS AND SAVING THROWS

There are just 4 skills : **Physical, Subterfuge, Knowledge and Communication.** Roll higher than the given Difficulty Class (DC) to succeed.

Skill/Saving Throw roll = d20 + stat bonus + (proficiency bonus)

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

COMMON DC'S

- **Very easy:** 5
- **Easy:** 10
- **Moderate:** 15
- **Hard:** 20
- **Very hard:** 25
- **Nearly impossible:** 30

ADVANTAGE AND DISADVANTAGE

Whenever a character has increased or decreased odds of succeeding on a d20 roll, the GM may elect to give that character Advantage or Disadvantage. This involves rolling twice and taking the better or worse of the two rolls respectively.

MAGIC

All casters have Magic Points (MP) equal to their max HP. They may cast spells of a level equal to ½ their class level, rounded up. Use the spells from Appendix C, or the spell system described in Appendix D. Alternatively, let casters know 6 spells of any spell level they have access to from the Fifth Edition Basic Rules.

Concentration: Certain spells require concentration. While concentrating on a spell, a caster may not cast other concentration spells. If a caster is hit while concentrating on a spell, they must make a DC 10 or half the damage taken (whichever is higher) MIND save or the spell fizzles.

Casting a spell of any kind requires magic points. The cost is:
1 + double the level of the spell being cast

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

The DC for saving throws to resist a caster's spell is:
8 + MIND bonus + proficiency bonus

OPTIONAL RULES

- **Blood Magic:** Instead of having MP equal to their HP, a caster has MP equal to half their HP. In addition, a caster may choose convert their HP to MP at a rate of 2 HP per 1 MP.
- **Ritual Casting:** A caster may cast any spell without expending MP if they take an additional 10 minutes casting the spell.

CANTRIPS

A caster starts with knowledge of [MIND bonus] cantrips, which may be any combination of damaging and utility cantrips. A cantrip is a spell that can be cast again and again without any MP cost.

DAMAGING CANTRIPS

You may make a damaging cantrip using the table below - a damaging cantrip may add up to at most 9 points and must have a range, damage and method. At levels 5, 11 and 17 they do an additional dice of damage. (If a cantrip has separate beams, instead of additional dice of damage at these levels, you get an additional beam which can target separate creatures.)

Points	Range	Damage	Method	Additional Effects
1	Touch	1d4	Magic Attack	Seperate beams
2	10'	1d6	DEX save	Pull 10' closer to you
3	30'	1d8	MIND save	
4	60'	1d10		
5	120'	1d10		

Optional Rule (Damage Type): In addition to the effects mentioned on the table, choose any one damage type your cantrip qualifies for based on its range:

- Touch: Lightning (Advantage if target wearing metal armor)
- 10 ft or less: Poison
- 30 ft or less: Piercing
- 60 ft or less: Radiant, Psychic, Acid
- 120 ft or less: Necrotic, Force, Fire

UTILITY CANTRIPS

Instead of damaging cantrips, you may choose one of the following utility cantrips:

- **Prestidigitation:** Perform minor tricks for 1 hour.
- **Ghost Sound:** Figment sounds for 1 minute.
- **Mage Hand:** 5-pound telekinesis. Lasts until concentration ends.
- **Light:** Object shines like a torch for 1 hour.
- **Guidance:** +1d4 on one attack roll, saving throw, or skill check. Lasts for one minute or until discharged.
- **Resistance:** Subject gets +1d4 on one saving throw. Lasts for one minute or until discharged.

COMBAT

Hit Points = (1d8 + STR bonus)/Level. If HP reaches 0, unconscious and near death. Every round, make unmodified d20 rolls to avoid death. DC 10, must get three successes before three failures.

Roll d20 + DEX bonus for initiative order. Everyone can move 30 ft. and perform an action each turn. Actions include: additional movement (dashing), and attacking. In addition,

Melee attack bonus = STR bonus + proficiency bonus
Missile attack bonus = DEX bonus + proficiency bonus
Magic attack bonus = MIND bonus + proficiency bonus

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing double damage.

Add STR bonus to melee damage, and DEX bonus to missile damage.

Armour Class (AC) = 10 + Armour bonus + (DEX bonus).

OPTIONAL RULES

- **Finesse:** Fighters and Rogues can use DEX bonus + proficiency bonus as Melee attack bonus and damage instead if wielding a light weapon.
- **Dual Wielding:** Fighters and Rogues can wield 2 light weapons and may use an action to attack with their main weapon, and a bonus action to attack with their offhand weapon. Don't add your ability modifier to the damage on the second weapon.
- **Great Weapon Fighting:** When a Fighter or Rogue is wielding a two-handed weapon, they may re-roll 1 and 2 results on their damage dice, but you must use the new roll.

NATURAL HEALING

Characters have rest dice equal to their level.

A **short rest** is one hour long, and a character may spend rest dice to regain 1d8 + STR bonus hit points per dice.

A **long rest** is 8 hours long. A character regains all hit points, and half of their total rest dice.

IMPROVISED HAZARDS AND TRAPS

Use the below information to improvise damage for things like being pushed into a campfire or falling into lava.

Examples:

- 3d6 - being pushed into a campfire, falling 30 feet
- 6d6 - suffering a cave-in, falling 60 feet
- 28d6 - falling into lava

Character Level	Minor	Major	Deadly
1-4	2d6	3d6	6d6
5-10	3d6	6d6	16d6
11-16	6d6	16d6	28d6
17-20	16d6	28d6	38d6

ADVANCEMENT

After every encounter, add up the Challenge Rating (CR) of every monster, trap, etc. that was overcome. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Hit Points: 1d8 + STR bonus per level

Proficiency Bonus: 1-4: +2; 5-8: +3; 10-12: +4; 13-16: +5; 17-20: +6

Ability Score Increases (Casters): 4, 8, 12, 16, 19

Ability Score Increases (Non-Casters): 4, 8, 10, 12, 16, 19

When a character receives an ability score increase, they either gain +2 to one stat or +1 to two stats (max 20).

BESTIARY

Skills and Saving Throws: Treat a monster's bonus for all skills and saving throws as their attack bonus. Alternatively, assign stats to taste and use stat bonus + (proficiency bonus) as their skill bonus.

Challenge Rating (CR): A monster of challenge rating X, should be a decent challenge for a four person party of level X.

- **Animal, small [eg Badger] (CR 0):** HD 1d4+1 (3 hp), AC 10, bite +2 ([1])
- **Ankheg (CR 2):** HD 6d10+6 (39 hp), AC 14, bite +5 (2d6+3, acid 1d6 [12]) or acid spray DC 13 DEX (3d6 [10], save halves)
- **Bugbear (CR 1):** HD 5d8+5 (27 hp), AC 16, morningstar +4 (2d8+2 [11]) or javelin +4 (1d6+2 [5])
- **Choker (CR 1/2):** HD 3d6+3 (13 hp), AC 15, tentacle +4 (1d6+3 [5], grappled [escape DC 14]) or constrict +4 (1d8+2 [6])
- **Deinonychus (Raptor) (CR 1):** HD 3d8+3 (17 hp), AC 15, claw +4/+4 (1d8+1 [6])
- **Dire Rat (CR 1/8):** HD 2d6 (7 hp), AC 12, bite +4 (1d4+2 [4])
- **Earth Elemental (CR 5):** HD 12d10+60 (126 hp), AC 17, slam +8/+8 (2d8+5 [14])
- **Gargoyle (CR 2):** HD 7d8+21 (52 hp), AC 15, claws +4/+4 (1d6+2 [5])
- **Goblin (CR 1/4):** HD 2d6 (7 hp), AC 15, scimitar +4 (1d6+2 [5]) or shortbow +4 (1d6+2 [5])
- **Griffon (CR 2):** HD 7d10+21 (59 hp), AC 12, claws +6/+6 (2d6+3 [10])
- **Hellhound (CR 3):** HD 7d8+14 (45 hp), AC 15, bite +5 (1d8+3, fire 2d6 [14]) or fire breath DC12 DEX (6d6 [21], save halves)

- **Hill Giant (CR 5):** HD 10d12+40 (105 hp), AC 13, greatclub +8/+8 (3d8+5 [18]) or rock +8 (3d10+5 [21])
- **Hobgoblin (CR 1/2):** HD 2d8+2 (11 hp), AC 18, longsword +3 (1d8+8 [12]) or longbow +3 (1d8+8 [12])
- **Human Commoner (CR 0):** HD 1d8 (4 hp), AC 10, club +2 (1d4 [2])
- **Insect, small [eg Spider] (CR 0):** HD 1d4-1 (1 hp), AC 12, bite +4 ([1], poison DC 9 STR 1d4 [2])
- **Kobold (CR 1/8):** HD 2d6-2 (5 hp), AC 12, dagger +6 (1d4+2 [4]) or sling +6 (1d4+2 [4]); **Ogre (CR 2):** HD 7d10+21 (59 hp), AC 11, greatclub +6 (2d8+4 [13]) or javelin +6 (2d6+4 [11])
- **Orc (CR 1/2):** HD 2d8+6 (15 hp), AC 13, greataxe +5 (1d12+3 [9]) or javelin +5 (1d6+3 [6])
- **Owlbear (CR 3):** HD 7d10+21 (59 hp), AC 13, claws +7/+7 (2d8+3 [12])
- **Rust Monster (CR 1/2):** HD 5d8+5 (27 hp), AC 14, bite +3 (1d8+1 [5], rust DC 11 DEX)
- **Shadow (CR 1/2):** HD 3d8+3 (16 hp), AC 12, strength drain +4 (2d6+2 [9], -1d4 STR)
- **Skeleton (CR 1/4):** HD 2d8+4 (13 hp), AC 13, shortsword +4 (1d6+2 [5]) or shortbow +4 (1d6+2 [5])
- **Stirge (CR 1/8):** HD 1d4 (2 hp), AC 14, blood drain +5 (1d4+3 [5], attach [5 dmg/turn])
- **Stone Golem (CR 10):** HD 17d10+85 (178 hp), AC 17, slam +10/+10 (3d8+6 [19]) or slow DC 17 MIND
- **Troll (CR 5):** HD 8d10+40 (84 hp), AC 15, claw +7/+7/+7 (2d6+3 [10]), regenerate (+10 hp/turn, acid/fire negate)
- **Werewolf (hybrid form) (CR 3):** HD 9d8+18 (58 hp), AC 12, bite +4/+4 (1d8+2 [6], lycanthropy DC 12 STR)
- **Wight (CR 3):** HD 6d8+18 (45 hp), AC 14, slam +4/+4 (1d6+2 [5], life drain DC 13 STR [reduce max HP by dmg taken]) or longbow +4/+4 (1d8+2 [6])
- **Wolf (CR 1/4):** HD 2d8+2 (11 hp), AC 13, bite +4 (2d4+2 [7], knock prone DC 11 STR)
- **Wyvern (CR 6):** HD 13d10+39 (110 hp), AC 13, stinger +7/+7 (2d6+4 [11], poison DC 14 STR [24 dmg, save halves])
- **Zombie (CR 1/4):** HD 3d8+9 (22 hp), AC 8, slam +3 (1d6+1 [4]), undead fortitude (instead of dying, zombie lives on a DC [5+dmg just taken] STR save)

EQUIPMENT

CURRENCY

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces (sp). Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver and gold coins there are also platinum pieces (pp), which are each worth 10 gp.

Exchange	cp	sp	gp	pp
Copper piece	1	1/10	1/100	1/1,000
Silver piece	10	1	1/10	1/100
Gold piece	100	10	1	1/10
Platinum piece	1,000	100	10	1

ARMOR

The cost of armor equals AC bonus times 5, squared.

- Light Armor: +1, +2 add DEX bonus
- Medium Armor: +3, +4, +5 add DEX bonus (max 2)
- Heavy Armor: +6, +7, +8 no DEX bonus, disadvantage on Subterfuge checks involving stealth
- Shield (10 gp): +2

Barding for horses costs 4 times as much as human armor, and weighs twice as much.

WEAPONS

Either use weapons from the Basic Rules of Fifth Edition, or use the table below to improvise weapons.

WEAPON DAMAGE BY CLASS (WEAPON COST)

Class	Light (2 gp)	1-handed (10 gp)	2-handed (40 gp)	Ranged (†)
Fighter	1d8	1d10	1d12	1d8
Rogue	1d6	1d8	2d6	1d8
Mage	1d4	1d6	1d8	1d6
Cleric	1d4	1d6	1d10	1d6

† Ranged weapon cost: 50 gp (ammunition-based weapon), 1 gp (20 ammunition) / 1 gp (thrown weapon)

OTHER EQUIPMENT

To figure out a reasonable price for equipment use the following table (for example, a bedroll would cost 10 gp, since it's two syllables):

Kind of Item	Cost
Common Items	1 cp x number of syllables
Adventuring/Camping Gear	5 gp x number of syllables
Specialist Tools, Animals	10 gp x number of syllables
Luxury Items	25 gp x number of syllables
Lethal items, Dangerous Animals	100 gp x number of syllables

FAST PACKS

Choose a pack, or roll 1d6 to select one randomly.

- **Pack A (1-2):** backpack, belt pouch, bedroll, hooded lantern, 10 oil flasks, flint & steel, shovel, 2 sets of caltrops, signal whistle, waterskin, iron rations (4 days)
- **Pack B (3-4):** backpack, belt pouch, bedroll, 10 torches, 4 oil flasks, flint & steel, 10 pieces of chalk, 10' pole, mirror, crowbar, waterskin, iron rations (4 days)
- **Pack C (5-6):** backpack, belt pouch, bedroll, tent, 10 torches, 5 oil flasks, flint & steel, 50' rope, grappling hook, 10' pole, waterskin, iron rations (4 days)

APPENDIX A: QUICK AND DIRTY MONSTERS

To make monsters on the fly, use the below rules:

1. Choose monster's Challenge Rating.
 - **HP**= (5 x CR)d8 or 20 x CR
 - **AC**= 12 + prof. bonus (max 19)
 - **Save DC**= 12 + prof. bonus
 - **DPR**= 8 + (6 x CR)
 - **Atk. Bonus**= 3 + prof. bonus
 - **Prof. Bonus**= Treat CR as level, and use proficiency bonus indicated in Advancement.
2. Adjust offensive (save DC, DPR, atk. bonus) and defensive stats (AC, HP) as desired. Treat the monster as having a higher CR for offensive or defensive stats. For every one CR you move up, you should move down one CR in the opposite kind of stat.
3. Choose a monster template. ("X DPR dmg", means "do X times DPR damage".)
 - **Draconic**: breath weapon (DPR dmg, DEX save to avoid), bite (½ DPR dmg)
 - **Fiendish**: aura (at start of turn, 0.3 DPR dmg to all within 5 feet), trident (0.6 DPR dmg), fireball (0.6 DPR dmg)
 - **Elemental**: smash (0.6 DPR dmg), death throes (when creature dies, make STR save or take 0.6 DPR dmg)
 - **Beast**: multiattack (Claw and Bite), claw (0.5 DPR dmg), bite (0.5 DPR dmg) Giant: punch (DPR dmg), boulder (DPR dmg)
4. Add any special abilities desired. (i.e. Flight or spellcasting.)
5. Add resistances and immunities. If you add many resistances or a few immunities, multiply hit points by the following values: CR 1-4 (0.5), CR 5-8 (0.7), CR 11-16 (0.8) CR 17+ (1)
 - Physical damage types: Slashing, piercing, bludgeoning.
 - Magic damage types: acid, fire, cold, poison, necrotic, radiant, lightning, psychic, thunder and force
 - Condition immunities: paralyzed, poisoned, charmed, etc.

APPENDIX B: RANDOM DUNGEON GENERATION

If you don't have much time to prepare a dungeon in advance, use the following procedure:

1. Get a sheet of graph paper. (Non-graph paper will do in a pinch.)
2. Grab a handful of d6s.
3. Roll the dice all at once and let them land where they will on the paper. (It may help to have a box to keep the dice constrained to the paper.)
4. Everywhere a d6 lands is a room. (Assign room dimensions to taste.) The number of exits from that room is based on the value of the d6:
 - 1-2: 1 exit; 3-4: 2 exits; 5-6: 3 exits.
5. Add hallways connecting the rooms to taste.
6. **Contents**: In order to determine what to fill a room with, roll a d6:
 - 1: Empty, 2: Empty save for treasure, 3: Monster, 4: Monster and treasure, 5: Trap, 6: Special.
7. **Quest Goal**: Roll a d8:
 - 1. Capture, 2. Retrieve, 3. Defeat, 4. Discover, 5. Destroy, 6. Escape, 7. Find, 8. Negotiate, 9. Obtain, 10. Protect, 11. Rescue, 12. Survive
8. **Twists**: To keep things interesting roll up 1-3 twists that take place in the dungeon. To roll a twist, roll 2d6:
 - 1-2: NPC..., 3. Organization..., 4. Physical Event, 5. Emotional Event..., 6. Item...
 - 1: ...appears, 2. ...alters the location, 3. ...helps the party, 4-5. ...hinders the party, 6. ...changes the goal
9. **NPCs**: Roll the following for a random NPC.
 - **Personality** (d8): 1.Cranky, 2. Jock, 3. Lazy, 4. Peppy, 5.Smug, 6. Snooty, 7. Sweet, 8. Roll twice.
 - **Area of Expertise** (d4): 1. Communication, 2. Subterfuge, 3. Knowledge, 4. Physical
 - **Social role** (d6): 1-3: Productivity, 4-5: Military, 6: Sovereignty
 - **Motivation** (d8): 1. Love, 2. Hate, 3. Greed, 4. Ambition, 5. Fear, 6. Need, 7. Idealism, 8. Cynicism
 - **Names**
 - **Male prefix** (d12): 1. Alab, 2. And, 3. Bed, 4. Dun, 5. Edw, 6. Gond, 7. Mord, 8. Per, 9. Rod, 10. Theod, 11. Trist, 12. Uth
 - **Male suffix** (d12): 1. ane, 2. ard, 3. astyr, 4. istair, 5. ore, 6. oryan, 7. yctor, 8. yn, 9. ynak, 10. yrick, 11. yval, 12. ywyr
 - **Female prefix** (d12): 1. Barb, 2. Bellad, 3. Carol, 4. Chryst, 5. El, 6. Elyz, 7. Evel, 8. Gwyn, 9. Morg, 10. Vann, 11. Vyct, 12. Ys
 - **Female suffix** (d12): 1. abyth, 2. anna, 3. ara, 4. ausa, 5. ayne, 6. olda, 7. ona, 8. orya, 9. yna, 10. yrrya, 11. yssa, 12. yvyra
 - **Nickname** (d12): 1. the killer, 2. the unwashed, 3. the muse, 4. the red, 5. the needy, 6. the geezer, 7. the hunchback, 8. the knave, 9. the village idiot, 10. the pauper, 11. the mad, 12. of (location)

APPENDIX C: SPELL LISTS

Saving Throws and Scaling: Unless a spell specifically mentions using a spell attack or not granting a saving throw, the target of a spell may resist by making an appropriate STR/DEX/MIND save. If a spell does damage, then successfully saving causes that spell to do half the damage it would have.

Many spells end with something like "+Xd6 per spell level above Yth." What this means is that the spell is Yth level spell, but if it is cast in a (Y+1)th level spell slot or higher it has some sort of scaling effect.

ARCANE SPELLS

1ST-LEVEL ARCANE SPELLS

Charm Person:** Makes one person your friend for 1 hour.

- **Feather Fall:** Objects or creatures fall slowly for 1 minute or until landing.
- **Floating Disk:** Creates 3-ft.-diameter horizontal disk that holds 100 lb./level. Lasts for 1 hour/level.
- **Mage Armor:** Gives subject AC of 13 + DEX for 1 hour/level.
- **Magic Missile:** Launches three magic darts each dealing 1d4+1 damage; +1 missile per spell level above 1st.
- **Sleep:** Puts 5 HD of creatures into magical slumber for 1 min. +2HD of creatures for every spell level above 1st.

2ND-LEVEL ARCANE SPELLS

- **Acid Arrow:** Ranged spell attack; 4d4 damage immediately, 2d4 at end of next turn; +1d4 immediately and +1d4 at the end of next turn per spell level above 2nd.
- **Flaming Sphere:** Creates rolling ball of fire, 2d6 damage, lasts 1 minute; + 1d6 per spell level above 2nd.
- **Invisibility:** Subject is invisible for 1 hour (concentration) or until it attacks.
- **Knock:** Opens locked or magically sealed door.
- **Levitate:** Subject moves up and down at your direction for 10 minutes (concentration.)
- **Spider Climb:** Grants ability to walk on walls and ceilings for 1 hour (concentration.)

3RD-LEVEL ARCANE SPELLS

- **Clairvoyance:** Hear or see at a distance for 10 minutes (concentration.)
- **Dispel Magic:** Cancels magical spells and effects.
- **Fireball:** 8d6 fire damage, 20-ft. Radius; +1d6 per spell level above 3rd.
- **Fly:** Subject flies at speed of 60 ft. for 10 minutes (concentration.) +1 target per spell level above 3rd.
- **Vampiric Touch:** For 1 minute (concentration), caster's touch, deals 3d6 damage on a successful melee spell attack; caster gains half damage as hp; +1d6 per spell level above 3rd.
- **Animate Dead:** Create undead skeleton or zombie from a corpse, controlled as bonus action; +2 undead per spell level above 3rd level.

4TH-LEVEL ARCANE SPELLS

- **Arcane Eye:** See through invisible floating eye that moves 30 ft./round for 1 hour (concentration.)
- **Black Tentacles:** Tentacles grapple all within 20 ft. spread for 1 minute (concentration), dealing 3d6 damage per round.

- **Dimension Door:** Teleports you short distance.
- **Ice Storm:** Summons a 20 foot radius ice storm that deals 2d8 bludgeoning and 4d8 cold damage. +1d8 bludgeoning damage per spell level above 4th.
- **Polymorph:** Gives one creature a new form for 1 hour (concentration).
- **Stoneskin:** Take half damage from nonmagical attacks. Lasts 1 hour (concentration.)

5TH-LEVEL ARCANE SPELLS

- **Cloudkill:** Deals 5d8 damage to 20-foot-radius; +1d8 per spell level above 5th. Lasts 10 minutes (concentration)
- **Contact Other Plane:** Lets you ask five questions of extraplanar entity.
- **Geas:** Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.
- **Hold Monster:** Paralyze target creature for 1 minute (concentration.) +1 target per spell level above 5th.
- **Passwall:** Creates passage through wood or stone wall for 1 hour.
- **Teleportation Circle:** Creates a temporary portal that leads to a permanent teleportation circle on the same plane.

6TH-LEVEL ARCANE SPELLS

- **Chain Lightning:** A lightning bolt leaps through four nearby targets, doing 10d8 damage; +1 target per spell level above 6th.
- **Contingency:** Sets trigger condition for another spell. Lasts for 10 days or until discharged.
- **Disintegrate:** Deals 10d6 + 40 damage, if target is reduced to 0 hp it is disintegrated; +3d6 damage per spell level above 6th.
- **Irresistible Dance:** Forces subject to dance for 1d4+1 rounds.
- **Sunbeam:** For 1 minute (concentration), a 60 foot beam deals 6d8 radiant damage per round, and blinds victims.
- **True Seeing:** Lets you see all things as they really are for 1 hour.

7TH-LEVEL ARCANE SPELLS

- **Delayed Blast Fireball:** 12d6 fire damage; you can postpone blast for 5 rounds (concentration); +1d6 per spell level above 7th.
- **Etherealness:** Travel to Ethereal Plane for 8 hours. +3 companions per spell level above 7th.
- **Finger of Death:** Target takes 7d8 + 30 necrotic damage. If target is killed by spell, they rise the next turn as a zombie under your control.
- **Plane Shift:** As many as eight subjects travel to another plane.
- **Reverse Gravity:** Reverses gravity in a 50 ft. radius for 1 minute (concentration.)
- **Teleport:** Instantly transports you and up to eight creatures as far as 100 miles/level.

8TH-LEVEL ARCANE SPELLS

- **Antimagic Field:** Negates magic within 10 ft. for 1 hour (concentration.)
- **Clone:** Duplicate awakens when original dies.

- **Feeblemind:** Subject's MIND score drops to 1 and they take 4d6 psychic damage.
- **Horrid Wilting:** Deals 10d6 damage within 30 ft.
- **Incendiary Cloud:** Cloud deals 10d6 fire damage/round for 1 minute (concentration.)
- **Power Word Stun:** Stuns creature with 150 hp or less for 2d4 rounds.

9TH-LEVEL ARCANE SPELLS

- **Astral Projection:** Projects you and companions onto Astral Plane.
- **Gate:** Connects two planes for travel or summoning. Open for 1 round/level.
- **Meteor Swarm:** Four exploding spheres each deal 20d6 fire damage and 20d6 bludgeoning damage.
- **Power Word Kill:** Kills one creature with 100 hp or less.
- **Time Stop:** Time slows down allowing you to take 1d4+1 turns in a row.
- **Weird:** Fearsome illusion deals 4d10 damage/round to subjects in 30 ft. radius.

DIVINE SPELLS

1ST-LEVEL DIVINE SPELLS

- **Bless:** 3 allies can add 1d4 on every attack roll or saving throw for one minute (concentration.) +1 ally for every spell level above 1st.
- **Create or Destroy Water:** Create/destroy 10 gallons of water in open container; or create rain/destroy fog in 30-ft cube; +2 gallons/+5 cubic feet per spell level above 1st.
- **Cure Wounds:** One creature healed 1d8 + MIND modifier HP; +1d8 HP for every spell level above 1st.
- **Detect Magic:** Know presence of magic within 30 ft for 10 minutes (concentration.) An action can be used to see aura and determine what kind of magic it is.
- **Inflict Wounds:** Spell attack; 3d10 necrotic damage; +1d10 damage per spell level above 1st.
- **Shield of Faith:** One creature gains +2 AC bonus for 10 minutes (concentration.)

2ND-LEVEL DIVINE SPELLS

- **Aid:** 3 allies increase HP and max HP by 5 for 8 hours; +5 HP/max HP for every spell level above 2nd.
- **Enhance Ability:** 1 ally gains advantage on ability checks of your choice for 1 hour (concentration.) +1 ally for every spell level above 2nd.
- **Gentle Repose:** Preserves one corpse.
- **Hold Person:** 1 humanoid is paralyzed for 1 minute (concentration.) +1 humanoid for every spell level above 2nd.
- **Lesser Restoration:** Reduce exhaustion or end charm, petrify, curse, stat or max HP reduction.
- **Protection from Poison:** One creature is cured of poison, and for one hour gains resistance to poison damage and advantage on saving throws against being poisoned.

3RD-LEVEL DIVINE SPELLS

- **Clairvoyance:** See or hear a familiar place for 10 minutes (concentration.)
- **Create Food and Water:** Feeds fifteen humanoids (or five horses).
- **Dispel Magic:** Automatically dispel spells of 3rd level or lower, or higher level spells with DC 10 + spell's level. +1 spell level automatically dispelled for every spell level above 3rd.

- **Revivify:** Restore 1 HP to someone who was dead for less than a minute.
- **Speak with Dead:** Corpse answers five questions.
- **Tongues:** One creature speaks any language for 1 hour.

4TH-LEVEL DIVINE SPELLS

- **Banishment:** Banishes 1 creature back to its home plane (if extraplanar) or a harmless demiplane (if native) for 1 min. (concentration.) Creature is permanently banished if spell lasts full minute. +1 creature for every spell level above 4th.
- **Death Ward:** The next time creature drops to 0 HP, it drops to 1 HP instead.
- **Divination:** You ask your god one question about a specific goal, event or activity to occur within the next 7 days and receive a truthful reply in the form of a short phrase, cryptic rhyme or an omen.
- **Freedom of Movement:** Subject moves normally despite impediments for 1 hour.
- **Locate Creature:** Learn direction to closest named or described kind or specific creature within 1000 ft. for 1 hour (concentration.)
- **Stone Shape:** Form 5 cubic feet of stone into any shape.

5TH-LEVEL DIVINE SPELLS

- **Commune:** Deity answers three yes-or-no questions.
- **Flame Strike:** All creatures in a 10 ft. radius take 4d6 fire and 4d6 radiant damage. +1d6 fire or radiant damage (choose one) for every spell level above 5th.
- **Geas:** Commands any creature, binding it to perform a specific task for 30 days or take 5d10 psychic damage. x10 duration for every spell level above 5th.
- **Greater Restoration:** Reduce exhaustion or end charm, petrify, curse, stat or max HP reduction.
- **Mass Cure Wounds:** 6 creatures within 30-ft rad heal 3d8+spellcasting ability modifier in HP. +1d8 for every spell level above 5th.
- **Raise Dead:** Restore 1 HP to someone who was dead for less than 10 days.

6TH-LEVEL DIVINE SPELLS

- **Forbiddance:** No planar travel in a 40,000 sq ft. radius may take place. In addition creatures of a specified type (celestial, elemental, fey, fiend, undead) take 5d10 radiant/necrotic damage when entering area or starting turn in it.
- **Harm:** Deals 14d6 necrotic damage to target.
- **Heal:** Cures 70 HP, all diseases, blindness and deafness. +10 HP for every spell level above 6th.
- **Heroes' Feast:** Food for 13 creatures bestows +2d10 HP and max HP, cures disease and poison, grants immunity to poison and frightened, and grants advantage on MIND saves. Lasts for 1 day.
- **True Seeing:** Lets you see all things as they really are for 1 hour.

7TH-LEVEL DIVINE SPELLS

- **Divine Word:** All enemies in earshot are banished to their home plane (if extraplanar), or suffer an effect dependent upon their current HP (50- HP, deafened for [50 minus current HP] minutes; 30- HP, blinded, deafened and stunned 1 hour; 20- HP, killed instantly.)
- **Etherealness:** 1 creature becomes ethereal. +1 creature for every spell level above 7th.
- **Fire Storm:** In ten 10-ft. Cubes all creatures take 7d10 fire damage. Unattended objects catch fire.
- **Plane Shift:** You and 8 willing creatures teleport to another plane. Alternatively, on a spell attack a hostile creature is teleported to the plane of your choice.
- **Regenerate:** Subject's severed limbs grow back, and regenerates 4d8 + 15 HP per round for 1 hour.
- **Resurrection:** Restore 1 HP to someone who was dead for less than a century.

8TH-LEVEL DIVINE SPELLS

- **Antimagic Field:** Negates magic within 10 ft. for 1 hour (concentration.)
- **Control Weather:** Change current weather for 8 hours (concentration.)
- **Earthquake:** Cause an earthquake in a 100-ft radius, damaging structures and creating dangerous fissures. If any large structure falls, it causes 5d6 bludgeoning damage.
- **Holy Aura:** In a 30 ft. radius, allies have advantage on saving throws, enemies have disadvantage on attacks and fiends and undead are blinded.

9TH-LEVEL DIVINE SPELLS

- **Astral Projection:** Projects you and 8 companions onto Astral Plane.
- **Gate:** Connects two planes for travel or summoning. Open for 1 minute (concentration.)
- **Mass Heal:** Heal up to 700 hp to any creatures in range (divided to taste); also cured of all diseases, blindness and deafness.
- **True Resurrection:** Resurrects a creature, that has died in last 200 years, with new body.

APPENDIX D: WORDS OF POWER SPELL SYSTEM

All magic requires saying two words of power: an action and a realm. Every 1st level caster starts out knowing three words of power, but must know at least one action and one realm. They learn new Words of Power every three levels (3, 6, 9, etc.)

OPTIONAL RULES

- **White and Black Magic:** Clerics draw their power from white magic, and may not use their magic to directly harm an individual. Mages draw their power from black magic and may not directly heal an individual.
- **Elemental Specialization:** At the start of a day, a caster who knows the Energy realm must choose one particular type of damage (acid, fire, etc.) For that day, they may only use the Energy realm with relation to that type of damage. Alternatively, make a caster choose a damage type upon learning Energy - their magic is only capable of interacting with that type of energy.

THE FOUR ACTIONS

- **Enhance** (augeo): Strengthen, Heal, Enlarge, Repair, Sharpen, etc.
- **Diminish** (infirmio): Weaken, Damage, Injure, Reduce, Break, Dull, Deteriorate, etc.
- **Communicate With** (defero): Sense, Read, Seek, Inform, Determine, Understand, etc.
- **Control** (tempero): Shape, Hold, Command, Form, Direct, Dictate, etc. (Control can only be learned after all other actions have been learned.)

THE FIVE REALMS

- **Body** (corpus): Bodies of living things, plants.
- **Mind** (mentus): The thinking, feeling and conscious part of an entity.
- **Spirit** (animus): Essence or soul (Spirit can only be learned after you have at least three Realms and three Actions.)
- **Energy** (navitas): Fire, liquid water, air, magic, electricity, and (optionally) time.
- **Matter** (materia): Solid, mindless material like stone, ice, metal, wood, leather, paper, etc.

If the caster is just trying to damage another creature, the caster makes a magic attack vs. AC. Otherwise, the creature must make a saving throw vs. the caster's spell DC. (The appropriate saving throw is decided by the GM. For example, dodging a fireball might be DEX, while resisting the effects of mind control might be MIND.)

Damage and healing starts at 3d6 at spell level 1, and increases by 3d6 every spell level.

For **other effects** besides simple damage and healing, roll damage starting at 2d6 at spell level 1, and increasing by 2d6 every spell level.

- If the target fails their saving throw, and their current HP is less than the damage rolled, they are instantly affected by the spell but take no damage.
- If the target fails their saving throw, and their current HP is greater than the damage rolled then they take the damage rolled but are not affected by the spell.
- If the target succeeds on their saving throw, they take half the damage rolled.

Positive effects used on willing targets bypass the need for saving throws, and immediately take effect. A creature can only be transformed into something of equal or lesser CR/level to themselves.

Duration: Spells that affect inanimate objects are generally permanent; an enlarged pebble will stay large, a broken belt will stay mended. Magically created fires, etc, will die down naturally. Living creatures will remain affected by a spell for 1 round per spell level of the spell that affected them. A caster may concentrate on a spell in order to keep the spell active longer. While concentrating, a caster may not cast any spells besides simple damage and healing spells or cantrips.

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