

# Microlite20 2.0

---- Draft 2 (10 September 2019)----

## Core Rules

This is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.

## Character Creation

To create a Microlite20 2.0 character:

1. Roll your character's Stats.
2. Choose a race and choose one background (at 3 points) or one special ability from that race's list. (Note that the racial background lists included in these rules are samples for a very standard RPG fantasy world, the GM should alter these to fit their campaign.)
3. Select a class.
4. Assign Background points.

## 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.

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

## Races

**Dwarf** - Tunnel Scout, Stonework, Mining, Smith, Ogre Killer

**Elf** - Woodsman, animal trainer, fae noble, magecraft, refugee

**Halfling** - chef, herbalist, scout, con-woman

**Human** - Adaptable (+1 to all skill rolls), thief, alchemist, soldier, aristocratic noble

## Classes

The classes are Fighter, Rogue, Mage, Cleric. Characters begin at Level 1.

**Fighter** - Can use any armor and shields. *Martial Ability* - +1 to all attack and damage rolls, increase +1 per five levels. +2 to STR

**Rogue** - Can use light armor. *Sneak Attack* - On successful Sneak, can use appropriate background rank to the damage of the first attack. +2 to DEX

**Magi** - Cannot use armor. *Arcane Spellcasting* - Can cast arcane spells. +2 MIND

**Cleric** - Can wear up to medium armor. *Divine Spellcasting* - Can cast divine spells. *Turn Undead* - Successful Magic attack vs. current Hit points of Undead turns them. If DC is exceeded by 10 or more, the undead are destroyed. +2 MIND.

## Backgrounds

Backgrounds represent pieces of your character's history that contributes to your character's history as well as their ability to succeed with non-combat skills. Each character has a number of points to

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Comments and Ideas Welcome

The best place to post your comments and participate in the design of Microlite20 2.0 is the [Design and Development](#) board of the Microlite20 Nexus Discussions area. Microlite20 Nexus also has a download area full of Microlite20 variants.

Microlite20 Nexus  
<https://microlite20.org/>

allocate to a set of backgrounds. These are broad categories of experience (cat burglar, for example) rather than specific implementations of that experience (climbing and hiding). Backgrounds don't sync to a specific ability score, though some backgrounds obviously may get used more often with certain ability scores than others.

**Assigning Background Points:** Each character gets 8 background points. Assign your background points to as many backgrounds as you want, up to your total points. You can assign a maximum of 5 points to a single background (and minimum of 1). Up to 2 points may be added to a racial background during character creation. Choose backgrounds that help you make sense of your characters past, jobs, and settings. A few possible backgrounds include: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, goblin exterminator, hunted outlaw, knight errant, magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet, and so on.

## Skills and Skill Checks

There are no skills in Microlite20 2.0, at least not in the normal 3.x sense. Instead, players simply tell the GM what they are doing and the GM decides if it will succeed in the specific situation, taking into account the characters' class and background. If the GM decides a random success chance is truly needed, the GM will call for a skill check.

## Making Skill Checks

When you roll a skill check to find out if you succeed at a task or trick, the GM tells you which ability score is being tested. Then you choose the background you think is relevant to gain the points you have in that background as a bonus to the skill check (subject to GM approval, of course).

Most skill checks require you to equal or beat a Difficulty Class (DC), set by the GM based on the specific situation, to succeed. To make a skill check, use this formula:

***D20 + relevant ability modifier + level + relevant background points Vs. DC set by the situation***

You can't apply multiple backgrounds to the same check; if more than one background could apply, the background with the highest (or tied for highest) bonus applies.

Saving throws are handled as skill checks.

## Basic Adventuring Skills

Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, tying knots, etc., and have a rough idea of the value of *common* coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

## Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list.

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

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

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one "signature" spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus.

## Combat

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

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

Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is a critical hit doing maximum damage and doing a number of body points damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead of wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round.

If a fighter has total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add STR bonus to Melee damage, STR bonus x2 for 2-handed weapons.

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2.

## Other Hazards

**Falling:** 1d6 damage per 10', half damage on DEX save. DC=depth fallen in feet

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

**Poison:** STR save to avoid or for half, depending on poison. Effect varies with poison type.

**Microlite20 2.0 Draft 2**

**Extreme Heat & Cold:** If not wearing suitable protection, STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

## Hit Points and Healing

**Hit Points:** Hit Points are an abstract measure of the amount of damage a character can suffer before falling unconscious and taking severe injuries. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Body Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. Optional: To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

**Body Points (BP):** All characters have Body Points equal to their STR. If Body Points reach 0, the character is dead. Each two points of body damage an Adventurer has suffered gives a -1 to all attack, success, saving, and similar rolls. Monsters do not have body points, although important NPCs usually do.

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

**Healing Body Point Damage:** Body points lost recover at a rate equal to the character's STR Bonus (minimum of 1 point regained) per full day of rest. If a character with up to 50% Body Point damage performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional body point. If a character with more 50% of Body Point damaged does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

**Effects of Healing Magic:** Spells, potions, and other healing items cure body points, not hit points. For example, a cure light wounds heals 1d2+1 BP, a cure moderate wounds heals 1d4+1 BP, a cure serious wounds cures 1d6+1 BP, a cure critical wounds heals 1d8+1 BP, etc. See the Divine spells in Appendix C: Spell Lists for more details.

## Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:  
+1d6 to Hit Points  
+1 to all attack rolls  
+1 to any background

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND.  
Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.  
Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

**Example:** The 1st level adventurers have just completed a dungeon adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

## Sample Characters

**Morris, Human Rogue-1**

STR 12 (+1), DEX 15 (+2), MIND 12 (+1), CHR 9 (+0)

hp 13, AC 15 (Studded Leather), Paired Shortswords, +0/+0, d6+1

**Abilities:** Sneak Attack

**Backgrounds:** Cat Burglar 5, Scout 3

**Kendrick, Dwarf Fighter-1**

STR 16 (+3), DEX 13 (+1), MIND 11 (+0)  
hp 17, AC 17 (Chainmail + shield), Longsword +5, d8+4  
*Abilities:* Martial Ability (+1 dmg/att)  
*Backgrounds:* Smith 3, Tunnel Scout 5,

**Cholmer, Elven Mage-1**

STR 12 (+1), DEX 13 (+1), MIND 16 (+3), CHR 11 (+0)  
hp 13, AC 11 (Robes), Quarterstaff +2, d6+1  
*Abilities:* Arcane Casting (0 and 1st level arcane spells)  
*Backgrounds:* Minstrel 5, Woodsman 3, Fae Noble 3

**Barnabas, Halfling Cleric-1**

STR 10 (+0), DEX 16 (+3), MIND 11 (+0), CHR 15 (+2)  
hp 11, AC 18 (Chainmail), Morningstar +1, d8  
*Abilities:* Divine Casting (0 and 1st level divine spells), Turn Undead  
*Backgrounds:* Chef 3, Animal Trainer 3, Temple Loremaster 3, Poet 2

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# Optional Rules

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## Hit Points and Healing

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

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

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

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

# Appendix A: Equipment

## Weapons

Here is the format for weapon entries (given as column headings on the table below).

**Cost:** This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.

**Damage:** The damage column gives the damage dealt by the weapon on a successful hit.

**Range Increment:** Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

### Two-Handed

Weapon	Cost (gp)	Damage	Range (ft.)
Chain, spiked	25	2d4	—
Falchion	75	1d6	—
Flail, heavy	15	1d8	—
Glaive	8	1d8	—
Greatave	20	1d10	—
Great club	5	1d8	—
Greatsword	50	2d6	—
Guisarme	9	2d4	—
Halberd	10	1d10	—
Lance	10	1d8	—
Longspear	5	1d8	—
Quarterstaff	—	1d6	—
Scythe	18	2d4	—
Spear	2	1d8	20

### Light

Weapon	Cost (gp)	Damage	Range (ft.)
Unarmed	—	1d3	—
Axe, throwing	8	1d6	10
Dagger	2	1d4	10
Hammer, light	1	1d6	20
Handaxe	6	1d4	—
Mace, light	5	1d6	—
Pick, light	4	1d4	—
Sap	1	1d6	—
Sickle	6	1d6	—
Sword, short	10	1d6	—

### One-Handed

Weapon	Cost (gp)	Damage	Range (ft.)
Battleaxe	10	1d8	—
Club	—	1d6	30
Flail	8	1d8	—
Longsword	15	1d8	—
Mace, heavy	12	1d8	—
Morningstar	8	1d8	—
Pick, heavy	8	1d6	—
Rapier	20	1d6	—
Scimitar	15	1d6	—

Shortspear	1	1d6	20
Sword, bastard	35	1d10	—
Trident	15	1d8	10
Warave	30	1d10	—
Warhammer	12	1d8	—
Whip	1	1d3	—

### Ranged

Weapon	Cost (gp)	Damage	Range (ft.)
Crossbow, hand	100	1d4	30
Crossbow, heavy	50	1d10	120
Crossbow, light	35	1d8	80
Dart	0.5	1d4	20
Javelin	1	1d6	30
Longbow	75	1d8	100
Net	20	—	10
Shortbow	30	1d6	60
Sling	—	1d4	50

## Armor and Shields

Here is the format for armor entries (given as column headings on the table below).

**Cost:** This value is the price for purchasing the armor.

**AC Bonus:** The column gives the Armor Class bonus provided by the armor.

### Armor

Light	Cost (gp)	AC Bonus
Padded	2	+1
Leather	10	+2
Studded Leather	25	+3
Chain Shirt	100	+4

Medium	Cost (gp)	AC Bonus
Hide	15	+3
Scale Mail	50	+4
Chainmail	150	+5
Breastplate	200	+5

Heavy	Cost (gp)	AC Bonus
Splint Mail	200	+6
Banded Mail	250	+6
Half-plate	600	+7
Full Plate	1,500	+8

Shields	Cost (gp)	AC Bonus
Buckler	15	+1
Shield, Light Wooden	3	+1
Shield, Light Steel	9	+1
Shield, Heavy Wooden	7	+2
Shield, Heavy Steel	20	+2
Tower	30	+4

## Adventuring Gear

### Adventuring Gear

Acid (flask)	10 gp
Antitoxen (vial)	50 gp
Artisan's Tools	5 gp
Backpack (empty)	2 gp

Barrel (empty)	2 gp
Basket (empty)	4 sp
Bedroll	1 sp
Bell	1 gp
Blanket, Winter	5 sp
Block and Tackle	5 gp
Bucket (empty)	5 sp
Caltrops	1 gp
Candle	1 cp
Canvas (sq. yd.)	1 sp
Case, map or scroll	1 gp
Chain (10 ft.)	30 gp
Chalk, 1 piece	1 cp
Chest (empty)	2 gp
Craftsman's Tools	5 gp
Crowbar	2 gp
Disguise Kit	50 gp
Firewood (per day)	1 cp
Fish Hook	1 sp
Fishing Net (25 sq. ft.)	4 gp
Flask (empty)	3 cp
Flint and Steel	1 gp
Glass Bottle, wine	2 gp
Grappling Hook	1 gp
Hammer	5 sp
Healer's Kit	50 gp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Hourglass	25 gp
Ink (1 oz. vial)	8 gp
Inkpen	1 sp
Jug, clay	3 cp
Ladder (10 ft.)	5 cp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock, simply	20 gp
Lock, average	40 gp
Lock, good	80 gp
Magnifying Glass	100 gp
Manacles	50 gp
Mirror, small steel	10 gp
Mug/Tankard, clay	2 cp
Musical Instrument	5 gp
Oil, flask (1 pint)	1 sp
Paper (sheet)	5 sp
Parchment (sheet)	2 sp
Picker, miner's	3 gp
Pitcher, clay	2 cp
Piton	1 sp
Pole (10 ft.)	2 sp
Pot, iron	5 sp
Pouch, belt (empty)	1 gp
Ram, portable	10 gp
Rations, trail (per day)	5 sp
Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack, empty	1 sp
Sealing Wax	1 gp
Sewing Needle	5 sp
Shovel or Spade	2 gp
Signal Whistle	8 sp
Signet Ring	5 gp
Sledge	1 gp
Soap (per lb.)	5 sp
Spell Component Pouch	5 gp

Spellbook, Wizard's (blank)	15 gp
Spyglass	1,000 gp
Tent	10 gp
Thieves' Tools	30 gp
Torch	1 cp
Vial, ink or potion	1 gp
Waterskin	1 gp
Whetstone	2 cp

### Clothing

Artisan's Outfit	1 gp
Cleric's Vestments	5 gp
Cold Weather Outfit	8 gp
Courtier's Outfit	30 gp
Entertainer's Outfit	3 gp
Explorer's Outfit	10 gp
Monk's Outfit	5 gp
Noble's Outfit	75 gp
Peasant's Outfit	1 sp
Royal Outfit	200 gp
Scholar's Outfit	5 gp
Traveler's Outfit	1 gp

### Mounts and Related Gear

Barding, medium creature	armor price x2
Barding, large creature	armor price x4
Bit and Bridle	2 gp
Dog, guard	25 gp
Dog, war	75 gp
Donkey or Mule	8 gp
Feed (per day)	5 cp
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Saddle, military	20 gp
Saddle, pack	5 gp
Saddle, riding	10 gp
Saddlebags	4 gp
Stabling (per day)	5 sp
Warhorse, heavy	400 gp
Warhorse, light	150 gp
Warpony	100 gp

## Quick Start Packs

For a fast start, players may select one of the following packs (A, B, or C) instead of purchasing their equipment item by item. In addition to the pack of items selected, the character also starts with 50 gold pieces and special items based on their class. Choose a pack or roll 1d6 to select one randomly.

**Pack A (1–2):** Backpack, Bedroll, Belt Pouch, 2 sets of Caltrops, Flint and Steel, Lantern (hooded), 10 Oil Flasks, Trail Rations (1 week), Shovel, Signal Whistle, Waterskin.

**Pack B (4–5):** Backpack, Bedroll, Belt Pouch, 10 pieces of Chalk, Crowbar, Flint and Steel, Small Steel Mirror, 4 Oil Flasks, 10' Pole, Trail Rations (1 week), 10 Torches, Waterskin.

**Pack C (5–6):** Backpack, Bedroll, Belt Pouch, Flint and Steel, Grappling Hook, 5 Oil Flasks, 10' Pole, Trail Rations (1 week), 50' Rope, Tent, 10 Torches, Waterskin.

Finally, add the following, based on your Class:

**Cleric:** Silver Holy Symbol, 5 Gold Pieces.

**Fighter:** Vial of Holy Water, 5 Gold Pieces.

**Mage:** Spellbook, 2 Spell Pouches, 5 Gold Pieces.

**Rogue:** Thieves' Tools.

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## Appendix B:

# Monsters

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Name	Hit Dice	Armor Class	Attack
Animal (small) eg Badger	HD 1d8+2 (6 hp)	AC 15	Claw +4 (1d2-1)
Ankheg	HD 3d10+12 (28 hp)	AC 18	Bite +7 (2d6+7 plus 1d4 acid)
Bugbear	HD 3d8+3 (16 hp)	AC 17	Morningstar +5 (1d8+2) or javelin +3 (1d6+2)
Choker	HD 3d8+3 (16 hp)	AC 17	Tentacle +6 (1d3+3)
Deinonychous (Raptor)	HD 4d8+16 (34 hp)	AC 16	Talons +6 (2d6+4)
Dire Rat	HD 1d8+1 (5 hp)	AC 15	Bite +4 (1d4 plus disease)
Dragon (young Red)	HD 13d12+39 (123 hp)	AC 21	Bite +20 (2d6+7) or breath 10d10 DC24 phys+DEX to dodge for half
Dwarf	HD 1d8+2 (6 hp)	AC 16	Waraxe +3 (1d10+1) or shortbow +1 (1d6)
Earth Elemental (large)	HD 8d8+32 (68 hp)	AC 18	Slam +12 (2d8+7)
Elf	HD 1d8 (4 hp)	AC 15	Longsword +2 (1d8+1) or longbow +3 (1d8)
Gargoyle	HD 4d8+19 (37 hp)	AC 16	Claw +6 (1d4+2)
Goblin	HD 1d8+1 (5 hp)	AC 15	Morningstar +2 (1d6) or javelin +3 (1d4)
Griffon	HD 7d10+21 (59 hp)	AC 17	Bite +11 (2d6+4)
Halfling	HD 1d8+1 (5 hp)	AC 16	Shortsword +3 (1d6) or light crossbow +3 (1d6)
Hellhound	HD 4d8+4 (22 hp)	AC 16	Bite +5 (1d8+1 plus 1d6 fire)
Hill Giant	HD 12d8+48 (102 hp)	AC 20	Greatclub +16 (2d8+10) or rock +8 (2d6+7)
Hobgoblin	HD 1d8+2 (6 hp)	AC 15	Longsword +2 (1d8+1) or javelin +2 (1d6+1)
Human Commoner	HD 1d8+1 (5 hp)	AC 12	Dagger +1 (1d6+1) or sling +1 (1d4)
Insect (small) eg Spider	HD 1d8 (4 hp)	AC 14	Bite +4 (1d4-2 plus poison)
Kobold	HD 1d8 (4 hp)	AC 15	Spear +1 (1d6-1) or sling +3 (1d3)
Ogre	HD 4d8+11 (29 hp)	AC 16	Greatclub +8 (2d8+7) or javelin +1 (1d8+5)
Orc	HD 1d8+1 (5 hp)	AC 13	Falchion +4 (2d4+4) or javelin +1 (1d6+3)
Owlbear	HD 5d10+25 (52 hp)	AC 15	Claw +9 (1d6+5)
Rust Monster	HD 5d8+5 (27 hp)	AC 18	Antennae touch +3 (rust)

Shadow	HD 3d12 (19 hp)	AC 13	Incorporeal touch +3 (1d6 Str)
Skeleton Warrior	HD 1d12 (6 hp)	AC 15	Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)
Stirge	HD 1d10 (5 hp)	AC 16	Touch +7 (attach)
Stone Golem	HD 14d10+30 (107 hp)	AC 26	Slam +18 (2d10+9)
Troll	HD 6d8+36 (63 hp)	AC 16	Claw +9 (1d6+6)
Werewolf (hybrid form)	HD 3d8+7 (20 hp)	AC 16	Claw +4 (1d4+2)
Wight	HD 4d12 (26 hp)	AC 15	Slam +3 (1d4+1 plus energy drain)
Wolf	HD 2d8+4 (13 hp)	AC 14	Bite +3 (1d6+1)
Wyvern	HD 7d12+14 (59 hp)	AC 18	Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)
Zombie	HD 2d12+3 (16 hp)	AC 11	Slam +2 (1d6+1) or club +2 (1d6+1)

**Skills:** Non-intelligent creatures roll 1d20 + HD if they need to make a skill check. Intelligent creatures may have backgrounds which are added to their roll if appropriate to the check. Intelligent creatures may also have a class and level, if they use the higher of their level or the HD as the modifier to the skill check roll.

**Monster Advancement:** To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (ie, d4->d6, d6->d8, etc). Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

**Create Your Own:** Assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.

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## Appendix C: Spell Lists

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While spellcasters can use any spell in the SRD the GM permits in the game, the following short lists are the suggested spells that mages and clerics automatically have access to. Other spells that the GM wishes to allow in the game can be found in spell books, scrolls, etc. and characters can attempt to learn them to add them to the spells they have access to. Learning a spell requires 1 week of study per level of the spell and a successful intelligence save vs a DC of 10 + (2 x spell level).

### Arcane Spells

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#### 0-Level Arcane Spells: Cantrips

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Arcane Mark: Inscribe a permanent personal rune (visible or invisible).  
Detect Magic: Detects spells and magic items within 60 ft. for up to 1 min./level or until concentration ends.  
Ghost Sound: Figment sounds for 1 round/level.  
Light: Object shines like a torch for 10 min./level.  
Mage Hand: 5-pound telekinesis. Lasts until concentration ends.  
Prestidigitation: Performs minor tricks for 1 hour.  
Read Magic: Read scrolls and spellbooks for 10 min./level.

#### 1st-Level Arcane Spells

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Feather Fall: Objects or creatures fall slowly for 1 round/level 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 +4 armor bonus for 1 hour/level.  
Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).  
Sleep: Puts 4 HD of creatures into magical slumber for 1 min./level.  
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

#### 2nd-Level Arcane Spells

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Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.  
Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.  
Invisibility: Subject is invisible for 1 min./level or until it attacks.  
Knock: Opens locked or magically sealed door.  
Levitate: Subject moves up and down at your direction for 1 min./level.  
Spider Climb: Grants ability to walk on walls and ceilings for 10 min./level.

#### 3rd-Level Arcane Spells

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Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.  
Dispel Magic: Cancels magical spells and effects.  
Fireball: 1d6 damage per level, 20-ft. radius.  
Fly: Subject flies at speed of 60 ft. for 1 min./level.  
Lightning Bolt: Electricity deals 1d6/level damage.  
Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp which last for 1 hour.

#### 4th-Level Arcane Spells

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Animate Dead: Creates level X2 HD of undead skeletons or zombies.  
Arcane Eye: Invisible floating eye moves 30 ft./round for 1 min./level.  
Black Tentacles: Tentacles grapple all within 20 ft. spread for 1 round/level.  
Dimension Door: Teleports you short distance.  
Polymorph: Gives one willing subject a new form for 1 min./level.

Stoneskin: Ignore 10 points of damage per attack. Lasts for 10 min./level or until discharged.

## 5th-Level Arcane Spells

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Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take STR damage. Lasts for 1 min./level.  
Contact Other Plane: Lets you ask one question of extraplanar entity. Lasts until concentration ends.  
Feeblemind: Subject's MIND score drops to 1.  
Passwall: Creates passage through wood or stone wall for 1 hour/level.  
Permanency: Makes certain spells permanent.  
Teleport: Instantly transports you as far as 100 miles/level.

## 6th-Level Arcane Spells

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Antimagic Field: Negates magic within 10 ft. for 10 min./level.  
Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.  
Contingency: Sets trigger condition for another spell. Lasts for 1 day/level or until discharged.  
Disintegrate: Destroys one creature or object.  
Geas: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.  
True Seeing: Lets you see all things as they really are for 1 min./level.

## 7th-Level Arcane Spells

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Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.  
Ethereal Jaunt: You become ethereal for 1 round/level.  
Finger of Death: Kills one subject.  
Plane Shift: As many as eight subjects travel to another plane.  
Power Word Blind: Blinds creature with 200 hp or less for 1d4+1 minutes (permanent if creature has less than 50 hp).  
Spell Turning: Reflect 1d4+6 spell levels back at caster for 10 min./level or until expended.

## 8th-Level Arcane Spells

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Clone: Duplicate awakens when original dies.  
Horrid Wilting: Deals 1d6/level damage within 30 ft.  
Incendiary Cloud: Cloud deals 4d6 fire damage/round for 1 round/level.  
Irresistible Dance: Forces subject to dance for 1d4+1 rounds.  
Power Word Stun: Stuns creature with 150 hp or less for 2d4 rounds.  
Trap the Soul: Imprisons subject within gem.

## 9th-Level Arcane Spells

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Astral Projection: Projects you and companions onto Astral Plane.  
Etherealness: Travel to Ethereal Plane with companions for 1 min./level.  
Gate: Connects two planes for travel or summoning. Open for 1 round/level.  
Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.  
Power Word Kill: Kills one creature with 100 hp or less.  
Soul Bind: Traps newly dead soul to prevent resurrection.

# Divine Spells

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## 0-Level Divine Spells: Orisons

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Create Water: Creates 2 gallons/level of pure water.  
Guidance: +1 on one attack roll, saving throw, or skill check. Lasts for 1 min. or until discharged.  
Light: Object shines like a torch for 10 min./level.  
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.  
Resistance: Subject gains +1 on saving throws for 1 minute.  
Virtue: Subject gains 1 temporary hp for 1 minute.

## 1st-Level Divine Spells

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Bless: Allies gain +1 on attack rolls and communication + MIND checks against fear for 1 min./level.  
Bless Water: Makes holy water.

Cure Light Wounds: Cures 1d2+1 BP (or 1d8+1/level (max +5) HP on entities without BP).  
Divine Favor: You gain +1 per three levels on attack and damage rolls for 1 minute.  
Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts for 30 minutes or until discharged.  
Shield of Faith: Aura grants +2 or higher AC bonus for 1 min./level.

## 2nd-Level Divine Spells

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Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).  
Cure Moderate Wounds: Cures 1d4+1 BP (or 2d8+1/level (max +10) HP on entities without BP).  
Delay Poison: Stops poison from harming subject for 1.  
Gentle Repose: Preserves one corpse.  
Remove Paralysis: Frees one or more creatures from paralysis or slow effect.  
Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

## 3rd-Level Divine Spells

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Create Food and Water: Feeds three humans (or one horse)/level.  
Cure Serious Wounds: Cures 1d6+1 BP (or 3d8+1/level (max +15) HP on entities without BP).  
Prayer: Allies get a +1 bonus on most rolls, enemies take a -1 penalty for 1 round/level.  
Remove Disease: Cures all diseases affecting subject.  
Searing Light: Ray deals 1d8/two levels damage, or 1d8/level against undead.  
Speak with Dead: Corpse answers one question/two levels. Lasts for 1 min./level.

## 4th-Level Divine Spells

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Cure Critical Wounds: Cures 1d8+1 BP (or 4d8+1/level (max +20) HP on entities without BP).  
Discern Lies: Reveals deliberate falsehoods for 1 round/level or until concentration ends.  
Freedom of Movement: Subject moves normally despite impediments for 10 min./level.  
Neutralize Poison: Immunizes subject against poison for 10 min./level, detoxifies venom in or on subject.  
Restoration: Restores level and ability score drains.  
Tongues: Speak any language for 10 min./level.

## 5th-Level Divine Spells

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Atonement: Removes burden of misdeeds from subject.  
Commune: Deity answers one yes-or-no question/level. Lasts for 1 round/level.  
Cure Light Wounds, Mass: Cures 1d2+1 BP (or 1d8+1/level HP on entities without BP) for many creatures.  
Flame Strike: Smite foes with divine fire (1d6/level damage).  
Raise Dead: Restores life to subject who died as long as one day/level ago.  
True Seeing: Lets you see all things as they really are for 1 min./level.

## 6th-Level Divine Spells

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Banishment: Banishes 2 HD/level of extraplanar creatures.  
Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.  
Harm: Deals 1d2 BP/level damage (10 HP/level on entities without BP) to target.  
Heal: Cures 2 BP /level of damage 10 HP/level on entities without BP), all diseases and mental conditions.  
Heroes' Feast: Food for one creature/level cures disease and grants +1 combat bonus for 12 hours. Lasts for 1 hour.  
Quest: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.



## 7th-Level Divine Spells

Cure Serious Wounds, Mass: Cures 1d4+1 BP (or 2d8+1/level HP on entities without BP) many creatures.  
Destruction: Kills subject and destroys remains.  
Ethereal Jaunt: You become ethereal for 1 round/level.  
Regenerate: Subject's severed limbs grow back, cures 1d4+1/level BP (or 4d8 damage +1/level (max +35) HP on entities without BP)..  
Restoration, Greater: As restoration, plus restores all levels and ability scores.  
Resurrection: Fully restores a dead subject from a small portion of the corpse.

## 8th-Level Divine Spells

Antimagic Field: Negates magic within 10 ft. for 10 min./level.  
Cure Critical Wounds, Mass: Cures 1d6+1/level BP (or 4d8 damage +1/level HP on entities without BP) for many creatures.  
Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.  
Discern Location: Reveals exact loc of creat or object.  
Fire Storm: Deals 1d6/level fire damage.  
Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells for 1 round/level.

## 9th-Level Divine Spells

Astral Projection: Projects you and companions onto Astral Plane.  
Etherealness: Travel to Ethereal Plane with companions for 1 min./level.  
Gate: Connects two planes for travel or summoning. Open for 1 round/level.  
Heal, Mass: As heal, but with several subjects.  
Implosion: Kills one creature/round for 4 rounds or until concentration ends.  
Soul Bind: Traps newly dead soul to prevent resurrection.

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