

Microlite20 2.0

Old School Edition

---- Draft 1 (14 December 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 pre-2000 editions of the world's most popular fantasy roleplaying game Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used.

Character Creation

To create a Microlite20 2.0 OSE 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 4 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)/3, 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. *Combat Bonus* (CB) is level/2, round up. *Martial Ability* - +1 to all attack and damage rolls (increasing by +1 per four levels), add level to initiative rolls. +2 to STR

Rogue - Can use light armor. *Combat Bonus* (CB) is level/3, round up. *Sneak Attack* – if they successfully sneak up on a foe, they can attack with +4 to the attack roll and do more damage if successful (Levels 1-5, x2 damage; Levels 6-10, x3 damage; Levels 11-15, x4 damage; Level 16+, x5 damage). *Riposte*: if melee attacker misses rogue, rogue can make an immediate free attack on that attacker in reply. +2 to DEX

Mage - Cannot use armor. *Combat Bonus* (CB) is level/4, round up, *Arcane Spellcasting* - Can cast arcane spells. +2 MIND

Cleric - Can wear up to medium armor. *Combat Bonus* is level/3, round up. *Divine Spellcasting* - Can cast divine spells. *Turn Undead* -

This is a DRAFT version of Microlite20 2.0: Old School Edition
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/>

Successful Magic attack vs. twice the Hit Dice of the type of undead.
One undead flees per point over the roll needed. +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 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.

Languages

All character races speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Characters with a MIND over 10 may speak one additional language per point of MIND over 10 (these are in addition to any languages known by race).

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. A Magic-User starts with three first level arcane spells in his spell book and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Clerics do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

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
HP Cost	1	3	5	7	9	11	13

Spell Difficulty Class: For purposes of things like dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Signature Spells: Select one 'signature' spell per spell level from first upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round. Characters casting spells in combat must remain stationary.

Combat

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

Initiative: Roll d20 + DEX bonus (plus level for Fighters) for initiative each round. Characters rolling higher than 12 take act before the monsters/opposition, Characters rolling 12 or less take their turn after the monsters/opposition. Everyone can do one thing each turn; move, attack, cast a spell, charge attack, etc.

Actions: Combat is very abstract. Each combat round lasts a minute and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round.

Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

Attack Rolls: 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). Monsters do not have body points, so a critical hit will do maximum weapon damage plus a normal damage roll to them and cause them to lose their next attack.

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

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.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if 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.

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Helpless Targets: Regardless of attack roll and AC, all attacks on sleeping, paralyzed, or otherwise helpless targets automatically hit. If the attacker is not engaged by any other opponents, the helpless target can be automatically slain (if desired). Otherwise, a standard damage roll is made.

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

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Monsters are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally fearless) to help the GM make these decisions. If the GM wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is greater than the monster's Morale Rating.

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character's level by one, the character may regain the level normally via experience.

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.

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."

First level characters start with 1d6+6+STR Bonus hit points
Characters gain an additional 1d6+STR Bonus hit points per level.

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 and a cure serious wounds cures 3d2+3 BP, etc. See the Divine spells in Appendix C: Spell Lists for more details.

Hirelings

Players may find it useful to have their characters hire bearers to carry light sources into ruins and dungeons (and to carry treasure out) and men-at-arms to aid in combat. In some areas there may be a guild where such people may be found and hired, in other areas characters may have to advertise. Pay must be negotiated and what will be asked will depend on the situation the hirelings think they may get into and the reputation of the characters hiring them.

Bearers have 2 hit points and generally will only fight if cornered and there is no other choice – even then their effective level (used in attack rolls) is -2. They will carry light sources and baggage willingly so long as they are paid, fed, treated well, and not exposed to much mortal danger. Minimum pay: 1 SP/day.

Men-at-Arms will fight but consider being used as a bearer (except of treasure they get a share of) to be beneath them. Green Men-At-Arms have 4 hit points, an effective combat level (used in attack rolls) of 0 and can use whatever armor and weapons their employers provide. Minimum pay: 5 SP/day plus 1/20 of a share of any non-magical treasure found. Veteran Men-at-Arms have 7 hit points, an effective combat level (used in attack rolls) of 1 and can use whatever armor and weapons their employers provide. Minimum pay: 1 GP/day and 1/10 a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Monster Reactions

Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the MIND bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll	Result
2 or less	Very Unfavorable
3-6	Unfavorable
7	Neutral/Uncertain
8-11	Favorable
12 or more	Very Favorable

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

Level Advancement

Characters get Experience Points (XP) when their party defeats monsters. Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc. Add +1 or +2 XP (GM's discretion) if the foes have dangerous special abilities.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP).

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns 1 XP for each (100 x current level) gp so spent.

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials and treasure spent. When the total is equal to your Experience Base x your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds:
+1d6 + STR Bonus to Hit Points
+1 to any background

Fighters gain +1 to their attack and damage rolls at levels 4,8,12,etc.
Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

Example: Four newly minted second level adventurers have just completed a dungeon adventure. They each need 40 XP to reach third level. Their expedition was extremely successful. They defeated 22 XP worth of monsters and earned 7 XP from traps and other GM specials for a total of 29 XP each. The party's cleric earned 4 XP for great roleplaying while risking her life to save the party from an angry spirit. The party also found and recovered 5800gp in treasure from the dungeon. That's 1450gp each. The cleric decides to donate the entire sum to her temple, and earn 7 more XP. This gives her 40 XP. She goes up to third level and her XP total is reset to 0. The other party members have 29 XP each..

Sample Characters

Morris, Human Rogue-1

STR 12 (+1), DEX 15 (+2), MIND 12 (+1)
CB 1, HP 13, AC 15 (Studded Leather), Short Swords d6+1
Abilities: Sneak Attack
Backgrounds: Cat Burglar 5, Scout 3

Kendrick, Dwarf Fighter-1

STR 16 (+3), DEX 13 (+1), MIND 11 (+0)
CB 2, HP 17, AC 17 (Chainmail + shield), Longsword
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)
CB 1, HP 13, AC 11 (Robes), Quarterstaff +2, d6+1
Abilities: Arcane Casting (1st level arcane spells: Floating Disc, Magic Missile, Read Magic)
Backgrounds: Minstrel 5, Woodsman 3, Fae Noble 3

Barnabas, Halfling Cleric-1

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

Optional Rules

Hit Points and Healing

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

Encumbrance

Characters can normally carry twelve (plus STR bonus) items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item. Oversized items (two-handed weapons, anything as tall as the character or that requires two hands to carry) count as two items. A character carrying 6 or fewer items is unencumbered. A character carrying 7-12 items is lightly encumbered. A character carrying 13-18 items is heavily encumbered. A character carrying more than 18 items is over-encumbered. *Option:* Adjust number of items for each encumbrance class by the character's STR bonus.

Energy Drain

If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or some fraction of it; e.g. level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Avoiding Save-or-“Die”

There are a number of effects which cause the character to be taken out of play permanently or for a long period of time unless a saving throw is made (e.g. instant death, turn to stone, etc.). If this standard rule seems too harsh, try the following instead. If a character fails a save-or-“die” roll, the negative effect happens immediately but it can be reversed if the character receives 5 minutes of careful care in a non-combat environment starting within a number of minutes/melee rounds equal to the affected character's CON stat. The GM may rule that certain issues still require further treatment within 24 hours or the effect recurs (e.g. poison must still be neutralized) or may not be handled this way at all.

Appendix A: Equipment

Money

Money takes the form of coins, with the gold piece being the standard unit. 1 platinum piece (pp) = 5 gold pieces; 1 gold piece (gp) = 10 silver pieces; 1 electrum piece (ep) = 5 silver pieces; 1 silver piece (sp) = 10 copper pieces (cp). Coins from different areas may look different and in some areas only coins from that area are acceptable, other coins will have to be exchanged for proper coins at a moneychanger who will take at least a 10% exchange fee.

To put the value of a gold piece into perspective, a single gold piece is enough for a peasant to subsist at a wretched quality of life for a month. Early in their career, adventurers will typically live on a few dozen gold pieces per month, enough to eat and sleep at an inn. A dragon's treasure hoard of 50,000gp might keep a village of peasants alive for a decade, but merely cover a prince's monthly budget.

Standard Equipment List

Players, with the permission of the GM, may elect to roll their starting wealth in gold pieces and buy equipment piece by piece from the equipment list below. If this is done, each character starts with 120 + (3d6 x 5) gold pieces. The GM is free to modify the equipment list to suit the starting location in his campaign.

Armor	Cost	AC
Clothing Only	-	10
Hide and Fur Armor	10gp	11
Leather Armor	20gp	12
Ring Mail or Scale Armor	30gp	13
Chain Mail Armor	40gp	14
Banded Plate or Lamellar Armor	50gp	15
Plate Armor	60gp	16
Shield	10gp	+1
Leather Barding	40gp	11
Scale Barding	75gp	12
Chain Barding	150gp	13
Lamellar Barding	300gp	14
Plate Barding	600gp	15

Weapons	Cost	Damage*
Axes:		
Battle Axe	7gp	1d6/1d8
Great Axe (two-handed)	10gp	1d10
Hand Axe	4gp	1d6
Bows and Crossbows:		
Arbalest	50gp	1d8
Crossbow	30gp	1d6
Case with 20 quarrels	2gp	
Composite Bow	40gp	1d6
Longbow	7gp	1d6
Shortbow	3gp	1d6
Quiver with 20 arrows	1gp	
1 silver-tipped arrow	5gp	
Catapults and Ballista:		
Ballista (1,800lb)	80gp	3d6
Ballista Shot	4gp	
Heavy Catapult (1,200lb)	200gp	4d6
Light Catapult (1,800lb)	100gp	3d6
Catapult Shot (25lb)	5gp	
Catapult Shot, Pitch (25lb)	25gp	
Flails, Hammers, and Maces:		
Club	1gp	1d4
Flail	5gp	1d6/1d8
Mace	5gp	1d6/1d8
Morning Star (two-handed)	10gp	1d10
War Hammer	5gp	1d6/1d8
Spears and Pole Arms		

Lance (mounted)	1gp	1d10
Javelin	1gp	1d6
Pole Arm (two-handed)	7gp	1d10
Spear	3gp	1d6/1d8
Swords and Daggers:		
Dagger	3gp	1d4
Silver Dagger	30gp	1d4
Short Sword	7gp	1d6
Sword	10gp	1d6/1d8
Two-Handed Sword	15gp	1d10
Other Weapons:		
Bola	5gp	1d2
Darts (5)	2gp	1d4
Net	1gp	-
Sling with 30 Sling Bullets	2gp	1d4
Sap	1gp	1d4
Staff (two-handed)	1gp	1d6
Whip	5gp	1d2

*Where two damage values are listed, the first is for one handed and the second is for two-handed use.

Adventuring Equipment	Cost
Backpack (holds 4 stone)	2gp
Barrel (20 gallon)	3sp
Belladonna (1lb)	10gp
Blanket (wool, thick)	2gp
Birthwort (1lb)	10gp
Candle (tallow, 1lb)	2sp
Candle (wax, 1lb)	6sp
Chest (ironbound, holds 20 stone)	22gp
Comfrey (1lb)	10gp
Crowbar	1gp
Flask of Oil (common, 1 pint)	3sp
Flask of Oil (military, 1 pint)	2gp
Garlic (1lb)	5gp
Goldenrod (1lb)	10gp
Grappling Hook	25gp
Hammer (small)	2gp
Holy Symbol	25gp
Holy Water (1 pint)	25gp
Ink (1 oz.)	8gp
Iron Spikes (12)	1gp
Lantern	10gp
Lock	20gp
Mirror (hand-sized, steel)	5gp
Musical instrument	25–100gp
Pouch/Purse (holds 1/2 stone)	5sp
Pole, Wooden (10' long)	1sp
Rations, Iron (one week)	1–6gp
Rations, Standard (one week)	3sp–3gp
Rope (50' length)	1gp
Sack (small, holds 2 stone)	3sp
Sack (large, holds 6 stone)	8sp
Spell Book (blank)	20gp
Stakes (4) and Mallet	3gp
Tent	20gp
Thieves' Tools	25gp
Tinder Box (flint & steel)	8sp
Torches (6)	1sp
Water/Wine Skin	6sp
Wolfsbane (1lb)	10gp
Woundwort (1lb)	10gp

Foodstuffs	Cost
Ale/Beer (cheap, 3 pints)	1cp
Ale/Beer (good, 1 pint)	2cp
Bread (white, 4lb)	1sp
Bread (wheat, 8lb)	1sp
Bread (coarse, 12lb)	1sp
Cheese (1lb)	5cp
Cinnamon (clover, pepper, sugar) (1lb)	3gp
Dried Fruit (1lb)	1sp
Eggs (1 dozen)	5cp
Meal (1 person, poor to feast)	1cp–10gp
Meat (beef, chicken, mutton, or pork, 1lb)	1sp

Saffron (1lb)	15gp
Wine (cheap, 1 pint)	2cp
Wine (good, 1 pint)	1sp
Wine (rare, 1 pint)	5sp

Livestock	Cost
Chicken (3lb)	1sp
Cow (550lb)	10gp
Dog (hunting)	10gp
Dog (war)	75gp
Goat (125lb)	3gp
Hawk (trained)	20gp
Pig (125lb)	3gp
Sheep (80lb)	2gp

Land Transport	Cost
Camel	100gp
Caparison (warhorse)	20gp
Cart (small)	25gp
Cart (large)	50gp
Donkey	8gp
Horses:	
Heavy Draft Horse	40gp
Heavy Warhorse	700gp
Medium Draft Horse	30gp
Medium Riding Horse	40gp
Medium Warhorse	250gp
Light Riding Horse	75gp
Light Warhorse	150gp
Mule	20gp
Ox (2,000lb)	40gp
Saddle and Tack (draft)	5gp
Saddle and Tack (riding)	10gp
Saddle and Tack (war)	25gp
Saddlebags (leather)	5gp
Stabling (draft/riding horse, one night)	2sp-5sp
Stabling (warhorse, one night)	5sp-1gp
Wagon	200gp

Clothing	Cost
Belt / Sash (leather)	4sp
Boots (leather, low)	6sp
Boots (leather, high)	3gp
Cassock (cleric / mage)	7gp
Cloak (fur-lined, winter)	15gp
Cloak (long, hooded)	1gp
Dress (crafter / freeholder)	4gp
Dress (armiger)	20gp
Gown (lady-in-waiting / noble)	100gp
Gown (duchess)	1000gp
Hat (armiger)	10sp
Linen (cheap, 1 yard)	1gp
Linen (fine, 1 yard)	7gp
Robe (cleric / mage)	6gp
Silk (1 yard)	15gp
Sandals / Shoes (leather)	4sp
Tunic and Pants (serf)	2gp
Tunic and Pants (crafter / freeholder)	4gp
Tunic and Pants (armiger)	20gp
Tunic and Pants (noble)	100gp
Wool (cheap, 1 yard)	6sp
Wool (fine, 1 yard)	6gp

Maritime Transport	Cost
Barge/raft	1gp/sq ft
Boat (river)	4000gp
Boat (sailing)	2000gp
Canoe	40gp
Galley (large)	30,000gp
Galley (small)	10,000gp
Galley (war)	60,000gp
Longship	15,000gp
Sailing Ship (large)	20,000gp
Sailing Ship (small)	5,000gp
Troop Transport (large)	40,000gp
Troop Transport (small)	10,000gp

Lodging	Cost
Cottage (wood)	300gp
Inn (one person, one night, slum)	1sp
Inn, one person, one night, average)	5sp
Inn (one person, one night, superb)	2gp
Hut (wattle)	25gp
Hut (wooden)	50gp
Townhouse (stone)	1,200gp

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.

Appendix B:

Monsters

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

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

BABOON, HIGHER: AC: 13 HD: 2d8 AT: 1 bite+2 (1d3), 1 club+2 (1d6) MR: 8 ST: F2 TC: 6
BASILISK: AC: 15 HD: 6d8+1 AT: bite +6 (1d10) MR: 9 ST: F6 TC: 17
S: petrifies onlookers
BAT, NORMAL: AC: 13 HD: 1hp AT: none MR: 6 S: Confuse (10 or more cause confusion -2) ST: Human TC: 0
BAT, GIANT: AC: 13 HD: 2d8 AT: bite+2 (1d4) S: 5% vampire (paralysis 1d10 minutes, drain 1d4 blood/minute) ST: F1 TC: 0
BEAR, BLACK: AC: 13 HD: 4d8 AT: 2 claws+4 (1d3), 1 bite+4 (1d6) MR: 7 ST: F2 TC: 6
BEAR, CAVE: AC: 14 HD: 7d8 AT: 2 claws+7 (1d3), 1 bite+7 (1d6) MR: 9 ST: F3 TC: 7
BEAR, GRIZZLY: AC: 13 HD: 5d8 AT: 2 claws+5 (1d3), 1 bite+5 (1d6) MR: 8 ST: F2 TC: 6
BEAR, POLAR: AC: 13 HD: 6d8 AT: 2 claws+6 (1d3), 1 bite+6 (1d6) MR: 8 ST: F3 TC: 6
BEE, GIANT KILLER: AC: 12 HD: 1d4 AT: sting+0 (1d3) MR: 9 ST: F1 TC: 0 S: poison sting (save or die)
BEETLE, GIANT FIRE: AC: 15 HD: 1d8+2 AT: bite +1 (2d4) MR: 7 ST: F1 TC: 0 S: Light glands glow for 1d6 days after death.
BEETLE, GIANT SPITTING: AC: 15 HD: 2d8 AT: bite +2 (1d6) MR: 8 ST: F1 TC: 0 S: toxic spray (5 foot range) -2 to all rolls for 24 hours or until cure spell used.
BEETLE, GIANT CARNIVOROUS: AC: 16 HD: 3d8+1 AT: bite +3 (2d6) MR: 9 ST: F1 TC: 6
BLACK PUDDING: AC: 13 HD: 10d8 AT: slam +10 (3d8) MR: 12 ST: F5 TC: 0 S: immune to everything but fire, divides when hit, corrodes metal.

BLINK DOG: AC: 14 HD: 4d8 AT: bite +4 (1d6) MR: 6 ST: F4 TC: 20 S: blink (teleport) 1d4x10 feet both before and after attacking.
BOAR: AC: 12 HD: 3d8 AT: gore +3 (3d4) MR: 9 ST: F2 TC: 0
BUGBEAR: AC: 14 HD: 3d8+1 AT: bite +3 (2d4) or weapon +3 MR: 9 ST: F3 TC: 21 S: surprise foes on a 1-3.

CAMEL: AC: 12 HD: 3d8 AT: 1 bite+3 (1), 1 kick+3 (1d4) MR: 7 ST: F1 TC: 0
CARCASS SCAVENGER: AC: 12 HD: 3d8 AT: 8 tentacles +3 (paralysis) MR: 9 ST: F2 TC: 21 S: walk on walls and ceilings.
CAT, MOUNTAIN LION: AC: 13 HD: 3d8 AT: 2 claws+3 (1d3), bite+3 (1d6) MR: 8 ST: F2 TC: 6
CAT, PANTHER: AC: 15 HD: 4d8 AT: 2 claws+4 (1d4), bite+4 (1d8) MR: 8 ST: F2 TC: 6
CAT, LION: AC: 13 HD: 5d8 AT: 2 claws+5 (1d4+1), bite+5 (1d10) MR: 9 ST: F3 TC: 6
CAT, TIGER: AC: 13 HD: 6d8 AT: 2 claws+6 (1d6), bite+6 (2d6) MR: 9 ST: F3 TC: 6 S: surprise 1-4 in woods
CAT, TIGER SABRE-TOOTH: AC: 13 HD: 8d8 AT: 2 claws+8 (1d8), bite+8 (2d8) MR: 10 ST: F4 TC: 7
CENTAUR: AC: 14 HD: 4d8 AT: 2 kick +4 (1d6) or weapon +4 MR: 8 ST: F4 TC: 22
CENTIPEDE, GIANT: AC: 10 HD: 1d4 AT: bite +0 (poison) MR: 7 ST: human TC: 0 S: poison causes 1d10 days sickness, reducing movement, etc. by 50%.
CHIMERA: AC: 15 HD: 9d8 AT: 2 claws +9 (1d3), goat gore +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4) MR: 9 ST: F9 TC: 17 S: breathes fire (3d6), flies.
COCKATRICE: AC: 13 HD: 5d8 AT: bite +5 (1d6) MR: 7 ST: F5 TC: 19 S: touch causes paralysis.

CRAB, GIANT: AC: 17 HD: 3d8 AT: 2 pinchers+3 (2d6) MR: 7 ST: F2 TC: 0

CROCODILE, ORDINARY: AC: 14 HD: 2d8 AT: 1 bite+2 (1d8) MR: 7 ST: F1 TC: 0
CROCODILE, LARGE: AC: 16 HD: 6d8 AT: 1 bite+6 (2d8) MR: 7 ST: F3 TC: 0
CROCODILE, GIANT: AC: 18 HD: 15d8 AT: 1 bite+15 (3d8) MR: 9 ST: F8 TC: 0
CYCLOPS: AC: 14 HD: 13d8 AT: club+11 (3d10), thrown rock+11 (3d6) MR: 9 ST: F13 TC: 18 (+5000gp) S: one eyed reduced attack rolls (already calculated in).

DJINN: AC: 14 HD: 7d8+1 AT: fist (2d8) or weapon +7 MR: 12 ST: F14 TC: 0 S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.
DOPPELGANGER: AC: 14 HD: 4d8 AT: claw +4 (1d12) MR: 10 ST: F10 TC: 18 S: imitate humanoids, immune to sleep and charm.
DRAGON, BLACK: AC: 17 HD: 7d8 AT: 2 claws +7 (1d4+1), bite +7 (2d10) MR: 8 ST: F7 TC: 15 S: flies, breathes line of acid (hp total).
DRAGON, BLUE: AC: 19 HD: 9d8 AT: 2 claws +9 (1d6+1), bite +9 (3d10) MR: 9 ST: F9 TC: 15 S: flies, breathes line of lightning (hp total).
DRAGON, GOLD: AC: 21 HD: 11d8 AT: 2 claws +11 (2d4), bite +11 (6d6) MR: 11 ST: F11 TC: 15 S: flies, breathes cloud of poisonous gas or cone of fire (hp total), uses magic as MU of level 1 to 8 (by age), assume human form.
DRAGON, GREEN: AC: 18 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (3d8) MR: 9 ST: F8 TC: 15 S: flies, breathes cloud of chlorine gas (hp total).
DRAGON, RED: AC: 20 HD: 10d8 AT: 2 claws +10 (1d8), bite +10 (3d8) MR: 10 ST: F10 TC: 15 S: flies, breathes cone of fire (hp total), uses magic as MU of level 1 to 6 (by age -2).
DRAGON, SEA: AC: 18 HD: 8d8 AT: bite +8 (3d8) MR: 9 ST: F8 TC: 15 S: swims, breathes 20 ft diameter gob of poison.
DRAGON, WHITE: AC: 16 HD: 6d8 AT: 2 claws +6 (1d4), bite +6 (2d8) MR: 9 ST: F6 TC: 15 S: flies, breathes cone of cold (6d8).
DRAGON TURTLE: AC: 21 HD: 30d8 AT: 2 claws +15 (1d8), bite +15 (1d6 x 10) MR: 10 ST: F15 TC: 15 S: swims well, slow on land, breathes steam cloud (hp total).
DRYAD: AC: 14 HD: 2d8 AT: weapon +2 MR: 6 TC: 19 S: charm person. Die after 10 minutes if more than 240 feet from tree.
DWARF: AC: 15 HD: 1d8 AT: warhammer +1 (1d8) MR: 8 ST: D1 TC: 16 S: standard dwarf abilities.

EFREET: AC: 16 HD: 10d8 AT: slam +10 (2d8) MR: 12 ST: F14 TC: 0 S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons.
ELEMENTAL, AIR: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 ST: F12 TC: 0 S: whirlwind, extra damage against foes in the air.
ELEMENTAL, EARTH: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 ST: F12 TC: 0 S: tear down stone, extra damage against foes standing on the ground (1d8).
ELEMENTAL, FIRE: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 S: F12 TC: 0 S: ignite materials.
ELEMENTAL, WATER: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 ST: F12 TC: 0 S: overturn boats, extra damage against swimming foes (1d6).
ELEPHANT: AC: 14 HD: 9d8 AT: 2 Tusks +9 (2d4) or Trample +9 (4d8) MR: 8 ST: F5 TC: 0 S: can make charge attack for 2x tusk damage.
ELF: AC: 14 HD: 1d8+1 AT: weapon+1 MR: 8 ST: E1 TC: 18 S: standard elf abilities.
ETTIN: AC: 16 HD: 10d8 AT: 1 club +9 (2d8), 1 club+9 (3d8) MR: 9 ST: F10 TC: 19 S: two heads (one controlling each arm), surprised only on roll of 1.

FERRET, GIANT: AC: 14 HD: 1d8+1 AT: bite+1 (1d8) MR: 8 ST: F1 TC: 0
FISH, GIANT CATFISH: AC: 15 HD: 8d8+3 AT: 1 bite+8 (1d8) 4 feelers+8 (1d4) MR: 8 ST: F4 TC: 0
FISH, GIANT PIRANHA: AC: 13 HD: 3d8+3 AT: 1 bite+3 (1d8) MR: 7 ST: F2 TC: 0 S: blood causes feeding frenzy (morale becomes 12)
FISH, GIANT ROCKFISH: AC: 12 HD: 5d8+5 AT: 4 spines+5 (1d4 x 4. Poison) MR: 8 ST: F3 TC: 0 S: only 30% seen if in rocky area.
FISH, GIANT STURGEON: AC: 19 HD: 10d8+2 AT: 1 bite+10 (2d10) MR: 9 ST: F5 TC: 0 S: target swallowed on 18+ hit (2d6 damage/minute, save vs paralysis)

FLY, GIANT CARNIVOROUS: AC: 13 HD: 2d8 AT: 1 bite+2 (1d8) MR: 8 ST: F1 TC: 6 S: flies, surprise on 1-4, can jump 30 feet.

GARGOYLE: AC: 14 HD: 4d8 AT: 2 claws +4 (1d3) or bite +4 (1d6), horns +4 (1d4) MR: 11 ST: F8 TC: 20 S: flies, immune to non-magic weapons.

GELATINOUS CUBE: AC: 11 HD: 4d8 AT: slam +4 (2d4) MR: 12 ST: F2 TC: 7 S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4.

GHOUL: AC: 13 HD: 2d8 AT: 2 claws +2 (1d3) or bite +2 (1d3) MR: 9 TC: 21 S: undead immunities, touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours.

GIANT, CLOUD: AC: 15 HD: 12d8+3 AT: weapon +12 (6d6) or hurl rocks +12 (3d6) MR: 10 TC: 18 (+5000gp) S: only surprised on a 1.

GIANT, FIRE: AC: 15 HD: 11d8+2 AT: weapon +11 (5d6) or hurl rocks +11 (3d6) MR: 9 ST: F11 TC: 18 (+5000gp) S: immune to fire.

GIANT, FROST: AC: 15 HD: 10d8+1 AT: weapon +10 (4d6) or hurl rocks/ice +10 (3d6) MR: 9 ST: F10 TC: 18 (+5000gp) S: immune to cold.

GIANT, HILL: AC: 15 HD: 8d8 AT: weapon +8 (2d6) MR: 8 ST: F8 TC: 18 (+5000gp)

GIANT, STONE: AC: 15 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) MR: 9 ST: F9 TC: 18 (+5000gp)

GIANT, STORM: AC: 17 HD: 15d8 AT: weapon +15 (8d6) or hurl rocks +15 (3d6) MR: 10 ST: F14 TC: 18 (+5000gp) S: summon thunderstorm (10 minutes to arrive); in storm, 1 lightning bolt/5 minutes (hp total), immune to lightning

GNOLL: AC: 14 HD: 2d8 AT: weapon +2 MR: 8 ST: F2 TC: 19

GNOME: AC: 14 HD: 1d8 AT: weapon +1 MR: 8 ST: D1 TC: 20

GOBLIN: AC: 13 HD: 1d8-1 AT: weapon +1 MR: 7 ST: human S: -1 to hit in sunlight. TC: 3 (lair: 20)

GOLEM, AMBER: AC: 12 HD: 10d8 AT: 2 claws+10 (2d6) bite+10 (2d10) MR: 12 ST: F5 TC: 0 S: detect invisibility (60 foot range), can track any being. Immune to hold, charm, sleep.

GOLEM, BONE: AC: 17 HD: 8d8 AT: 4 weapons+8 MR: 12 ST: F4 TC: 0 S: Four arms, can attack 2 opponents, Immune to hold, charm, sleep and to electrical, fire, or cold-based attacks.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

destroys one head.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

TOAD, GIANT: AC: 12 HD: 2d8+2 AT: bite+2 (1d4+1) MR: 6 ST: F1 TC: 0 S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue pulls victims in to bite.

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

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

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

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

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

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

VAMPIRE: AC: 17 HD: 7 to 9 d8 AT: touch+HD (1d10, special) or weapon+HD. MR: 11 ST: F7 to F9 TC: 17 S: undead immunities, hit only by magical weapons, electricity and cold do half damage, regenerate 3 hp per round, drains 2 levels per hit, immense strength, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart (must then have head cut off to die), drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator.

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

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

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

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

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

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

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

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

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

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

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

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

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 so 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. 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). 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.

Appendix C:

Spell Lists

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

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

1st Level

Charm Person: Makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly). Undead creatures are not affected by this spell, nor are humanoid monsters larger than ogres. R: 120 feet. D: until dispelled or saved against.
Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.
Floating Disk: Creates a small shield sized floating energy disc that follows the caster. Holds up to 500 lbs. R: 5 feet D: 60 minutes.
Hold Portal: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.
Light: object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/level.
Magic Missile: Creates magic arrow which hits its target for 1d6 damage. An additional 2 missiles are created every 5 levels (e.g. total 3 at level 5, total 5 at level 10). R: 150 feet. D: 10 minutes.
Protection from Evil: +1 to AC and saves, counter mind control, hedge out summoned and enchanted monsters. Attacking a creature negates protection against that creature. Moves with caster. R: shell around caster. D: 1 hour.
Read Languages: Read any written language. D: 1 or 2 readings.
Read Magic: Read scrolls, spellbooks, other magical writing. R: caster only. D: one reading (two scrolls or equivalent).
Shield: Improves caster's armor class to 17 versus missile attack and to 15 versus melee attacks. R: caster. D: 20 minutes.
Sleep: Puts 4d6 HD of beings into magical slumber. Undead and creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's 4d4 x 10 minutes.
Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

2nd Level

Continual Light: object lights circle with 120 ft. radius until dispelled, not full daylight. R: 120 feet.
Detect Evil: Reveals evil thoughts/intent or evil items. R: 60 feet. D: 20 minutes.
Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.
ESP: Allows Caster to read surface thoughts of target. Undead are immune. R: 60 feet. D: 2 hours.
Invisibility: Target is invisible until spell broken by caster, some outside force, or until it attacks. R: 240 feet.
Knock: Unlocks/unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.
Levitate: Caster floats up and down as he desires. Speed: 20 feet up/down per minute. D: 60 minutes + 10 minutes/level.
Locate Object: Senses direction toward an object (specific or type) D: 20 minutes. R: 60 + 10/level feet.
Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

Web: Sticky webs fill a 10x10x10 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 10 feet. D: 8 hours.

Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet. D: instant.

3rd Level

Clairvoyance: See through eyes of one creature. Caster can change creatures once every 10 minutes. R: 60 feet. D: 120 minutes.
Dispel Magic: Cancels magic effects and spells in a 20x20 foot area. (If cast by higher level caster, Magic Attack vs. Spell's DC for success) Range: 120 feet. Duration: instant but effects permanent.
Fire Ball: Missile of fire that bursts when hits target for 1d6/level fire damage, 20 foot burst radius. R: 240 feet. D: instant.
Fly: Target can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/level. (GM rolls secretly.)
Haste Spell: Subjects (up 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow) R: 240 feet. D: 30 minutes.
Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 10 minutes/level.
Infravision: See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.
Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.
Lightning Bolt: 1d6/level electrical damage. Bolt bounces off walls, etc. R: 240 feet, bolt is 5 feet wide, 60 feet long. D: instant.
Protection from Evil, 10' radius: +1 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to caster and all allies within 10 foot circle around caster. D: 120 minutes.
Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 120 minutes.
Water Breathing: Subject can breathe water. R: 30 feet. D: 1 day.

4th Level

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 120 feet.
Confusion: Subjects (up to 3d6 hit dice in a 60 foot circle, only 2+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.
Dimension Door: Teleports subject a short distance (up to 360 feet) from current location. Fails if destination not open air. R: 10 feet. D: instant.
Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet.
Massmorph: Makes up to 100 humanoids in a 240 foot diameter circle appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.
Plant Growth: Plants in an area up to 3000 square feet (entire area must be within range) become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.
Polymorph Others: Change one creature (but not self) into the form of another being. Change is complete and includes gaining special abilities and mind of creature. New form cannot have more than 2x the hit dice of original. R: 60 feet. D: until dispelled.
Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 60 + 10/level minutes.
Remove Curse: Frees subject from a single curse. Does not remove curse from object, but frees user to get rid of the cursed object. R: 10 feet. D: instant but effects permanent.
Wall of Fire: Creates thin wall of fire up to 1200 square feet. Blocks sight and creatures under 4 hit dice cannot pass. Passing through wall deals 1d6 damage (2d6 for undead or cold-using creatures). Wall lasts as long as caster concentrates on it. R: 60 feet.
Wall of Ice: Creates translucent wall of ice 20 feet tall and 60 feet long (or equivalent). Creatures under 4 hit dice cannot pass. Passing

through wall deals 1d6 damage (2d6 for undead or fire-using creatures). Wall lasts as long as caster concentrates on it. R: 60 feet.
Wizard Eye: Allows sending an invisible eye that can see in the dark up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 60 minutes.

5th Level

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

Cloudkill: creates a moving, opaque, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute. Effects (suffered each minute within cloud): if under 5HD, save vs poison or die, suffer 1 hp damage if save made. 5HD or more, suffer 1 hp damage. D: 60 minutes.

Conjure Elemental: Conjures one 16 HD elemental who will serve the caster until dispelled/dismissed/caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.

Contact Higher Plane: Lets Caster ask yes/no question of other planar entity, There are 10 levels (from 3-12) of higher planes. Caster chooses which level to contact. 1 question per level. Chance of correct answer 45 + 5% per level, maximum 95%. Chance of going insane from the contact is 5% per level, maximum 50%. Range: caster. Duration: 1 minute per question.

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

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

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

Pass-Wall: Creates a 5 foot wide passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up a 3000 square foot area 10 feet deep. R: 120 feet. D: 3d6 days.

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

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

Wall of Stone: Creates a wall of stone in any shape up to 1000 cubic feet. R: 60 feet. D: until destroyed or dispelled.

6th Level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.

Control Weather: Caster can adjust weather in a 240 yard radius. D: concentration.

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

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

Geas: Force a creature to obey one long-term order, similar to the clerical Quest spell. R: 30 feet. D: until order completed.

Invisible Stalker: Summons an invisible stalker, an extra-dimensional monster, under the control of the Magic-User who may give it a single mission which it will carry out until it is finished.

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

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

Part Water: Creates a dry path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. Caster can terminate spell early. R: 240 feet. D: 1 hour.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 60 minutes.

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

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

Divine (Cleric) Spells

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

1st Level

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

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

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

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

Protection from Evil (Reversible): +1 to AC and saves, counter mind control, hedge out summoned and enchanted monsters. Attacking a creature negates protection against that creature. Moves with caster. R: shell around caster. D: 2 hours.

Purify Food & Water (Reversible): Purifies food and water for up to 12 people. R: 10 feet. D: instant but effects permanent.

Remove Fear (Reversible): Calms one creature, removing all normal fear. If magical fear, grants immediate save with a bonus equal to caster's level. R: touch D: 20 minutes.

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

2nd Level

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

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

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

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

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

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

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

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

3rd Level

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

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

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

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

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

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

4th Level

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

Cure Serious Wounds (Reversible): Cures 3d2+3 body points (3d6+3 hit points on beings without BP) and cures paralysis. R: touch. D: instant but effects permanent.

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

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

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

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

5th Level

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

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

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

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

Quest (Reversible): Force a creature to obey one long-term order or suffer curse that can only be removed by completing quest or by the reverse of this spell. R: 30 feet. D: until order completed.

Restore Life (Reversible): A single casting does one of the following: 1) Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. 2) Regrow one lost limb (or partially lost limb) to a single living target; the limb takes 1 day to regrow. 3) Restore one energy level lost within the last (level of caster) days to a single living target. 4) Completely heal one single living target of all damage (both hit point and body point damage). R: line of sight. D: instant but effects permanent.

Appendix D: Early Edition Conventions

Almost any material you come across for 0e, B/X, or other early editions of the world's most popular roleplaying game can be used in Microlite20 2.0 Old School Edition with little modification. However, there are some descriptive and play conventions that early editions used that may need explanation.

Time Conventions: Early editions talk about time in terms of rounds (combat rounds) and turns. In most early editions round was 1 minute and a turn was 10 minutes.

Movement/Distance Conventions: Early editions generally gave distances in inches. When underground or in buildings or the like, one inch equaled 10 feet. When outdoors, however, one inch was 10 yards. Yes, this meant spell and weapon ranges were greater outdoors than indoors. Normal human movement (when carefully exploring) was 12" per move, with two moves per turn. Carrying too much weight cut this down to 9" or even 6". Running movement was double the above.

Descending Armor Class: 0e and other pre-3.x SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Microlite20 2.0 OSE uses the ascending Armor Class system used in the OGL SRD. If you have old adventures using the original descending AC system and wish to use them, it is easy to convert descending ACs to ascending ACs.

Unarmored AC is 9: If the adventure is for 0e (or other edition where the unarmored AC is 9), subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Microlite74.

Unarmored AC is 10: If the adventure is for 1e or 2e (where the unarmored AC is 10), subtract the descending AC listed in the adventure from 20 to obtain the ascending AC used by Microlite74.

Dungeon Exploration Conventions

Light: Humans and many other races require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet of bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Most monsters living in a dungeon have infravision or some other means of seeing in the dark; however these methods do not work in the presence of a light source.

Seeing Monsters: Unless surprised, characters will see monsters when they are 2d4 x 10 feet apart. Surprise distance is 1d3 x 10 feet.

Wandering Monsters: The GM should roll 1d6 every 1d3 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow their orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent

monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters 90% of the time. All chances may be adjusted by the GM depending on circumstances.

Rest: One turn in six must be spent in rest or all characters suffer a -1 to all d20 rolls per rest missed. Time spent searching is not time spent resting.

Doors: Most dungeon doors must be forced open by strength; a character may make a STR save to attempt to force a door open. Doors with locks must be picked or forced at a minus equal to the dungeon level. Most dungeon doors will automatically close unless held or spiked open (spikes slip 20% of the time). Dungeon doors usually open automatically for monsters unless held closed.

Characters may wish to listen at doors before opening them. Unless a character has special listening abilities, a roll of 1 on a d6 will allow the character to hear through the door – if there is anything to be heard.

Traps: A trap will usually spring on a d6 roll of 1 or 2 when a character passes over or by them or otherwise triggers them.

Secret Passages: Characters will detect secret doors/passages doors on a d20 + MIND bonus roll (normal DC 16, 12 for Drawwies). A 10 x 10 foot area may be searched in a turn by a single character.

Wilderness Exploration Conventions

Seeing Monsters: Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made at night. If a wandering monster is indicated (roll varies by terrain, see "Chance of Encounter" in terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the GM should randomly determine which watch is on duty when the attack is made.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances.

Becoming Lost: A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Chart

Terrain Type	Chance Lost	Chance of Encounter
Plains	1	1
Woods	1-2	1-2
Forest	1-3	1-2
River	1	1-2
Swamp	1-3	1-3
Hills	1	1-2
Mountains	1-2	1-3
Desert	1-3	1-2

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