

Microlite2020

---- Release Candidate 1 (30 January 2020)----

Core Rules

Microlite2020 is a trimmed-down, subminiature version of the Primary Fantasy 3.x 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 major conversion.

Character Creation

To create a Microlite2020 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-artist

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. +2 to STR stat. Class Abilities: *Martial Ability*, *Cleave*, *Favored Weapon*.

Rogue - Can use light armor. +2 to DEX stat. Class Abilities: *Sneak Attack*, *Riposte*, *Connections*.

Mage - Cannot use armor or shields. +2 to MIND stat. Class Abilities: *Arcane Spellcasting*, *Arcane Blast*, *Minor Magic*.

Cleric - Can use shields and up to medium armor. +2 to MIND stat. Class Abilities: *Divine Spellcasting*, *Smite*, *Turn Undead*.

This is a RELEASE CANDIDATE version of
Microlite2020
Proofreading and Comments Welcome

The best place to post your comments and participate in the design of Microlite2020 is the [Design and Development](#) board of the Microlite2020 Nexus Discussions area. Microlite2020 Nexus also has a download area full of Microlite2020 variants.

Microlite2020 Nexus
<https://microlite20.org/>

Class Abilities

Martial Ability - +1 to all attack rolls (increasing by +1 per four levels), add level to initiative and damage rolls.

Cleave - After a Fighter kills an opponent, he may immediately make another attack against any still-standing foe within 5 feet. The maximum number of attacks he can make in one round is equal to his level.

Favored Weapon: Select one specific weapon (e.g. short sword, flail, crossbow, etc.) as a favored weapon. It does a critical hit on a natural 19 or 20 (that would otherwise hit). Once per combat round if using this favored weapon and you miss, you get reroll.

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 the rogue, the rogue can make an immediate free attack on that attacker in reply.

Connections: You know people everywhere. You can find someone through this network to help you in some minor way or do you a small favor can in most civilized areas. The game master decides exactly what the results of your request are and whether you need to do something in return. You can call on your connections a number of times per adventure equal to your MIND bonus + level/2 (round down).

Arcane Spellcasting - Can cast arcane spells.

Arcane Blast - A Magic-User can shoot a dart of magic energy from the tip of their handmade wand once per round provided no other action is taken. They must roll to hit the target normally. Range: short 60; medium 120; long 180. Usable once per round if no other action taken and does 1d4 damage if it hits. No saving throw is allowed. Requires pointing a handmade wand at the target and costs 1 HP per use. The visible effects can be whatever the Magic-User desires; note that this does not affect damage, it only adds color to the ability. Replacing a handmade wand requires one day to carve the wand from a freshly cut tree branch.

Minor Magic - Mages can cast minor "everyday/noncombat" magic at will. Basically, any everyday thing someone could do mundanely, a mage can do with minor magic. Attempting something the GM considers abusive fails and causes the

magic-users wand to explode (doing 1d6 backfire damage to the mage unless a MIND save is made). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

Some examples: Light a candle or pipe with a flame from the wand tip. Dust things – at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level the magic-user's the entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-users coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

Divine Spellcasting - Can cast divine spells.

Smite - A cleric may imbue his normal weapon with holy power allowing it to hit monsters that normally require silver or even magical weapons to hit. Spending 1 HP before making the attack roll will allow hitting monsters that require silver (or other special non-magical) weapons to hit. Spending 2 HP before making the attack roll will allow hitting monsters that require magical weapons to hit.

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.

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 Microlite2020, 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 backgrounds. 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

Magesi 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

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

Actions: Combat is abstract. Each combat round lasts about 6 seconds 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 opponent 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 Wound Points damage equal to the number of damage dice rolled (normally 1). Monsters do not have Wound 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 + MCB

CB equals character level for Fighters, 50% of character level for mages, 75% of level for other character classes, and number of hit dice for monsters. MCB equals character level for spellcasting classes, zero for non-spellcasting classes, and number of hit dice for monsters with spell-casting abilities.

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 + CB 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.

Weapon Damage: Light weapons do 1d4 hp damage. Medium weapons do 1d6 damage. Large weapons do 1d8 damage. (Or use the damage listed for a specific weapon in SRD equipment tables. 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 if/when monsters abandon the battle and retreat, based on the situation and the monster's intelligence.

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. First level characters have 1d6 + STR hit points. 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 Wound Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. *Optional:* To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

Wound Points (WP): All characters have Wound Points equal to their STR. If Wound Points reach 0, the character is dead. Each two points of Wound damage an Adventurer has suffered gives a -1 to all attack, success, saving, and similar rolls. Monsters do not have Wound 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 Wound Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

Healing Wound Point Damage: Wound 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% Wound Point damage performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional Wound Point. If a character with more 50% of Wound Point damaged does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional Wound Point.

Effects of Healing Magic: Spells, potions, and other healing items cure Wound Points, not hit points. For example, a cure light wounds heals 1d2+1 WP, a cure moderate wounds heals 1d4+1 WP, a cure serious wounds cures 1d6+1 WP, a cure critical wounds heals 1d8+1 WP, 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)
hp 13, wp 12, AC 15 (Studded Leather), Paired Short Swords,
+0/+0, d6+1
Class Abilities: Sneak Attack, Riposte, Connections
Backgrounds: Cat Burglar 5, Scout 3

Kendrick, Dwarf Fighter-1

STR 16 (+3), DEX 13 (+1), MIND 11 (+0)
hp 17, wp 16, AC 17 (Chainmail + shield), Longsword +5,
d8+4
Class Abilities: Martial Ability(+1 attack, +1 initiative and
damage) Cleave, Favored Weapon (Longsword)
Backgrounds: Smith 3, Tunnel Scout 5,

Cholmer, Elven Mage-1

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

Barnabas, Halfling Cleric-1

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

Optional Rules

Stat Alternatives

Instead of the standard method of rolling stats during character creation the GM may choose to use one of the following methods.

Roll 2d6+6: Roll 2d6, Total the 2 dice and add 6 to the result, then allocate to one of the stats. Repeat for remaining stats.

Point Buy (Average): Characters have 33 stat points. Assign these points to the character's stats with a minimum of 3 and a maximum of 18 in each stat.

Point Buy (Heroic): Characters have 45 stat points. Assign these points to the character's stats with a minimum of 3 and a maximum of 18 in each stat.

Array (Average): Assign 15 to one stat, 11 to another stat, and 7 to the remaining stat.

Array (Heroic): Assign 17 to one stat, 15 to another stat, and 13 to the remaining stat.

Alternate Initiative

One of these optional rules can replace the standard Initiative rules:

- 1) Roll d20 + DEX bonus (plus class mods) for initiative. Monsters can be considered to have a DEX of 3 x HD. Act in Initiative order: high to low.
- 2) A character's Initiative is 10 + DEX stat (plus class mods). Monsters can be considered to have a DEX of 3 x HD. Act in Initiative order: high to low. If a character and monster tie, the character goes first. If a character is fighting another character/major NPC and their Initiative ties, each rolls a D20 with the higher roll going first.

Advantage & Disadvantage

Instead of the GM assigning positive or negative situational D20 die roll modifiers, the GM may simply assign advantage or disadvantage to the D20 die based on the situation. If the situation favors the action in a major way, the roll is made with Advantage. If the situation hinders the action in a major way, the roll is made with Disadvantage. If the situation neither favors nor hinders the action in a major way, the roll is made normally.

When a D20 roll had advantage or disadvantage, roll two D20s instead of one. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if a roll has disadvantage and the results of the roll are a 17 and a 5, use the 5. If the roll had advantage instead and the roll results in those numbers, use the 17.

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 Wound Point of additional damage. Binding wounds

takes 1 minute per point of Wound 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 Wound 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 Wound damage (to a minimum of 0 hp recovered).

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

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.

Metamagic

Magic-Users and Clerics may select one metamagic ability from this list at levels 3 and 6. A spell with metamagic abilities applied is cast at a higher HP cost: the standard HP cost for the spell plus the HP cost for all metamagic being applied to the spell. The GM has the final say as to what metamagic effects do or do not make sense to use with a particular spell. Multiple metamagic effects can be applied to a single spell; however, each metamagic effect after the first adds an additional +1 to the HP cost of the spell.

Empower Spell - All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell adds +4 to the HP cost of the base spell.

Enlarge Spell - You can alter a spell with a range of close, medium, or long to increase its range by 100%. Spells whose

ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, are not affected. An enlarged spell adds +2 to the HP cost of the base spell.

Extend Spell - An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected. An extended spell adds +2 to the HP cost of the base spell.

Widen Spell - You can alter an area shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell adds +6 to the HP cost of the base spell.

Action Points

Characters gain 1 action point every even numbered level (2, 4, 6, etc.) Actions points may be used to simulate a heroic effort by a character or to simulate a lucky break. Action Points recover 1 per day of total rest in safe surroundings.

Heroic Effort: Each action point spent on heroic effort allows the player to roll a 1d6 and adjust any single die roll affecting the character or made as a result of the character's actions in the character's favor by the amount rolled. The action point must be expended before the die roll to be adjusted is made.

Luck: Spending one action point for luck will cause a minor bit of good luck to come the character's way. Spending three action points for good luck will cause a major bit of good luck to come the character's way. In both cases, the GM decides exactly what the good luck is, but it should be helpful in a minor/major way to the character's immediate situation.

Shake Off Fatigue: Recover one-quarter your lost hit points instantly. This counts as an action. The character must rest and eat a meal before they may shake off fatigue again.

Strike Now: The character can take his action right now instead of waiting for his turn in the normal order to come up. This cannot be used to cast a spell over 2nd level.

Feats

Feats are fairly unique special abilities that a character can use under circumstances appropriate to the feat. There is no standard list of feats, instead, players create feats for their character with the approval of the GM. Players and GMs should ensure that feats fit the character's class, background, and personality.

Fighters start with three feats and add another feat at levels 2, 4, 6, 8, etc. Clerics and rogues start with two feats and add another feat at levels 3, 5, 7, 9, etc. Mages start with two feats and add another feat at levels 3, 6, 9, 12, etc..

There are two standard types of feats. The GM may create others or allow feats that do not fit the standard on a case by case basis.

Bonus Feats: Bonus feats give a character a bonus equal to his level when attempting certain actions under specific conditions. Use this template to create a Bonus Feat:

Because I [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome], I get a bonus equal to my level when I [do something that requires a roll] when [describe a circumstance].

Example Bonus Feats:

- Because I am a smooth talker, I get a bonus equal to my level when I am trying to convince someone to

help me when I'm in conversation with someone who is does not actively view me unfavorably.

- Because I am a famous duelist, I get a bonus equal to my level when I attack when engaged in a one-on-one swordfight with an attentive audience.
- Because I am an expert on lycanthropes, I get a damage bonus equal to my level when I attack a lycanthrope.

Special Ability Feats: Special ability feats allow a character to do something cool or otherwise ignore the usual rules in some way. Use this template to create a Special Ability Feat.

Because I [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome], once per game session I can [describe something cool you can do].

Note: "once per game session" may be changed to some of similar rarity with the permission of the GM (see the third example below).

Example Special Ability Feats:

- Because I am well connected in the Garvannic Empire, once per game session I can find a helpful ally in just the right place when I am in the Garvannic Empire.
- Because I am always squirrelling away stuff I find, once per game session I may declare that I have an especially useful non-magical item that lets me easily bypass one obstacle.
- Because I am a scholar, after researching a specific monster for one day per hit die, I know a way to defeat or constrain the monster without directly attacking it.

Advanced Feats: If the optional rules for Actions Points are also used in the game, the GM may allow an advanced form of each feat which does more when an Action Point is expended to power it. For example:

- Because I am a famous duelist, I get a bonus equal to my level when I attack when engaged in a one-on-one swordfight with an attentive audience. If I expend an action point to power this feat prior to the battle, even if I lose the fight the audience will consider me the "real winner" (because they think my opponent cheated, the fight was somehow fixed, etc.).
- Because I am a smooth talker, I get a bonus equal to my level when I am trying to convince someone to help me when I'm in conversation with someone who is not hostile to me. If I expend an action point, my smooth spiel will even affect someone who views me unfavorably (but is not actually hostile to me).

The GM has the final say as to whether a feat is acceptable in the game and whether the current situation meets any situational requirements for a particular feat.

Miniatures and Battle Maps

If you have miniature figures (about 1 inch or 25 to 28 mm tall) to represent the characters and their enemies and wish to use them to create more tactical battles, you will need a ruler or a battle map covered in spaces (squares, hexes or 1 inch measurements). One space equals 5 feet or 2 yards, and

the average character and monster moves 6 spaces per turn even diagonally.

Small characters (like halflings or gnomes) move 5 spaces per turn, while characters wearing heavy armor (splint mail, banded mail, half-plate, full plate) move 1 space less each turn. On older-style maps, where one space equals 10 feet, the average character moves 3 spaces per turn.

Characters can move through the same space as another character or enemy, but cannot end movement in the same space as another figure. Attempting to move past an enemy (through the enemy space or a space next to an enemy) may trigger an opportunity attack. Rubble, darkness, heavy growth and other difficult terrain costs 2 spaces of movement per space moved by the character. Moving up and down is the same as moving horizontally (a character does not have to spend extra movement to climb or fly). Moving just 1 space is considered a "free" action, as long as the character does not move any farther that turn.

If there's a question whether a character could see an enemy to hit it, draw an imaginary straight line from the center of the attacker's space to the center of the target's space (or one of its spaces, if it takes up more than one space on the map). If there is no major obstacle or enemy in the path, the character can make the attack. Allies of the attacker do not block its path. Characters can attack through windows and other partial obstacles at a -2 penalty to hit.

Melee attacks must be made against an enemy in a space adjacent to the character. Thrown and short-range weapon attacks can be made against an enemy up to 10 spaces away. Long-range weapon attacks can be made against an enemy up to 25 spaces away.

Appendix A: Equipment

Note: The Damage, Range, and AC Bonus rules given here are more detailed/complex than those of the core Microlite2020 rules. *Their use is optional.*

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	10
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.

Appendix B: Monsters

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.

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

0-Level Arcane Spells: Cantrips

Arcane Mark: Inscribes 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

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

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

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

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

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

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

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

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

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

0-Level Divine Spells: Orisons

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

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 WP (or 1d8+1/level (max +5) HP on entities without WP).
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

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
Cure Moderate Wounds: Cures 1d4+1 WP (or 2d8+1/level (max +10) HP on entities without WP).
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

Create Food and Water: Feeds three humans (or one horse)/level.
Cure Serious Wounds: Cures 1d6+1 WP (or 3d8+1/level (max +15) HP on entities without WP).
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

Cure Critical Wounds: Cures 1d8+1 WP (or 4d8+1/level (max +20) HP on entities without WP).
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

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 WP (or 1d8+1/level HP on entities without WP) 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

Banishment: Banishes 2 HD/level of extraplanar creatures.
Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
Harm: Deals 1d2 WP/level damage (10 HP/level on entities without WP) to target .
Heal: Cures 2 WP /level of damage 10 HP/level on entities without WP), 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 WP (or 2d8+1/level HP on entities without WP) 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 WP (or 4d8 damage +1/level (max +35) HP on entities without WP)..
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 WP (or 4d8 damage +1/level HP on entities without WP) for many creatures.
Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.
Discern Location: Reveals exact location of creature 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.

Appendix D: Simple Mass Combat

Most combat is carried out one-on-one, with each set of stats (HP, AC, combat bonuses, etc) applying to a single character or creature.

It can be extended by adding in Combat Scale. This takes the basic combat mechanics and uses them to apply to anything from Tactical Units to Armies.

Combat Scale is a multiplier that shows the size of the unit relative to the norm. It is only applied to damage in combat between units of different size. Hit Points, AC and all other stats remain the same.

For example, a unit of 20 Goblin warriors will have CSx5 as per the table below. The combat stats are still HD1d8+1 (5hp), AC15, Morningstar +2 (1d6) or Javelin +3 (1d4). Against anything with the same Combat Scale (for example, a unit of 15 Elves), combat is resolved normally as if it was one goblin against one elf.

Number in Unit	Combat Scale
2-5	x3
6-10	x4
11-20	x5
21-40	x6
41-80	x7
81-160	x8
161-320	x9
321-640	x10
641-1280	x11
1281-2560	x12
Etc.	

Combat Scale comes into play when battling against forces of a different size. It acts as a multiplier for damage taken, and also divides any damage given.

If the battle started between units of different CS, reduce the size of the Combat Scale as Hit Points as lost. For example, if the twenty Goblins above are reduced to 2hp, they have lost over half their unit, so are now CSx4. When down to just 1hp, they are CSx3 with just 5 goblins remaining.

If the Combat Scale becomes the same for all opponents, resolve combat normally; the playing field is now level.

Experience from Mass Combat

Experience is gained from taking part in a battle equal to the HD of the opponent, +1 for each CS higher than your own. For example, a member of the 20-strong Grey Company (CSx5) will earn 3 EL in a battle against 35 Gnolls (a 2HD creature, CSx6).

Combat Examples

Orcs vs Elves

Twenty orcs enter a forest glade where they are beset upon by 15 elven archers. As their CS is the same, it is treated as a

straight single combat. The elven archers fire their longbows (+3, 1d8), hitting for 3 points of damage. The Orcish unit is down to 2hp. As the combat started with both opponents having the same Combat Scale, there is no change to CS and combat continues.

The Orcs rally and snarl, preparing to flush out the Elves with their barbed falchions. They charge into the bushes. The elves calmly fire another volley, hitting for more 4 more hp - more than the Orcish unit can take. Silence falls in the clearing as orcish blood soaks into the grass.

Goblins vs Lone Warrior

Twenty goblins ambush a lone 5th level Fighter. Their CS is x5, so any damage dealt is multiplied by five before it is applied against his Hit Points. Similarly, any damage he does is divided by five.

In the first round he hits well for 10 damage. That is divided by 5, to 2hp lost by the Goblin unit; They are down to 3hp - if they lose another hp they will drop down to CSx4 as they will have lost more than half their hit points.

In reply, the Goblins hit, attacking with their Morningstars en masse. The Fighter is hit for 4hp, x5 due to their numbers. He takes 20hp of damage. Good luck to him!

Knights vs Red Dragon

The 500-strong Order of the Purple Flame stand ready against the Red Dragon. They are CSx10, while the Dragon - a single critter - is just CSx1, though formidable.

- 500 Knights: HD2d8+4 (14hp), AC18, Lance +7 (1d10+4) or Longsword +6 (1d8+2), CSx10
- Red Dragon: HD13x12+39 (123hp), AC21, Bite +20 (2d6+7) or Breath 10d10 DC24

The Dragon flies high above and breathes flame across their phalanx for 46hp damage. The knights dive for cover beneath their shields (i.e. they attempt their saving throw). They make their saving throw. They take 1/2 damage - 23hp, divided by CSx10 for 2hp. The Knights are down to 12hp.

They ready their horses to charge as the Dragon lands, the thunder of 2,000 hooves causing the young Red to pause. They hit (rolled 18+7 = 25 vs. AC21), scoring 11 damage, CSx10 for a massive 110hp damage. The Red Dragon is down to 13hp against the small army, bleeding from the impact of many lances. It roars and lunges in anger, biting savagely. It hits easily (rolled 6+20 = 26 vs. AC18) for 17 damage, divided by 10 = 2hp. The Knights are down to 10hp. If they fall below 7hp they will be at half their numbers and down to CSx9.

They draw their Longswords and surround the downed Dragon, though their weapons to little more than scratch the drake's hide (6 + 8 = 14, a miss). The Dragon turns to bite again, and rolls a Natural 20. It's a critical, so the Knights take 19hp damage, CSx10 so 2hp lost. They're down to 8hp after watching a few more of their number be gobbled up.

Their longswords bit true (18 +6 = 24 vs. AC21), for 6hp damage, CSx10 for a total of 60hp against the drake. It's down, finally, though the Knights have lost 143 (500x4/14) of their number in the battle. They commend their souls to their gods in valor.

Knights vs Gnolls

The Knights of the Purple Flame, bolstered by their successes and reinforcements decide to tackle the Groll threat to the

South. They ride out at full strength against the 300 Gnolls of Ghakak Khan.

- 500 Knights: HD2d8+4 (14hp), AC18, Lance +7 (1d10+4) or Longsword +6 (1d8+2), CSx10
- 300 Gnolls: HD2d8+2 (11hp), AC15, Battleaxe +3 (1d8+2) or shortbow +1 (1d6), CSx9

The Knights charge the Gnolls as the Gnolls fire shortbows into their midst. The Gnolls roll well (18+1 = 19) for 5 damage. 9/10th of it applies, which still rounds up to 5hp. The Knights are at 9hp as riders fall from their mounts.

The next round, the Knights hit hard (roll 14+7+2 (from the charge) = 23, easily beating AC15) for 9hp, multiplied by 10/9th for 10hp. This leaves the Gnolls with just 2hp. Just 54 Gnolls remain standing (300x11/2). The Gnolls rout and the Knights are victorious!

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