

# Microlite74:

## Perilous Adventures

*Version 1.0 Condensed Type Edition*

*OGL20 Guidelines for Tabletop Fantasy Roleplaying Campaigns with Old School (0e) Flair*



## **Microlite74: Perilous Adventures**

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*Microlite74: Perilous Adventures* is dedicated to all the wonderful gamers who have donated to the RetroRoleplaying Cancer Fund over the years. You'll have made both my wife's continuing medical care and *Microlite74*, *Microlite78*, and *Microlite81* possible.



## INTRODUCTION

*Microlite74: Perilous Adventures*, like its parent game, *Microlite74*, is based on *Microlite20*, a trimmed-down, sub-miniature 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 of *Microlite74* games, however, is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974.

The *Microlite74: Perilous Adventures* rules are based on three little booklets found in the boxed set of the 1974 0e edition, heavily modified house rules. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite74: Perilous Adventures* is based on the third edition of the original *Microlite74 Basic*, *Standard*, and *Expanded* rules.

These rules assume a basic familiarity with tabletop role-playing games in general and with the basic principles of "D20" based rules. If you are completely new to tabletop role-playing games, you will want to start by playing with someone who is familiar with how they work.

*Microlite74: Perilous Adventures* started life as a draft of rules for a new Judges Guild Wilderlands campaign. The idea was that the game would only use the three classes from the 0e boxed set and would use backgrounds and different spell lists to create a large variety of customized characters. Those rules were never finished as the players in my new group decided they preferred *Swords & Wizardry* to *Microlite74* after a few sessions. I decided to take what I had designed and plug in already existing material from other versions of *Microlite74* to create these *Microlite74: Perilous Adventures* rules as the basic idea seemed sound. What these rules lack is the polish and playtesting that most of my games receive.

## CHARACTERS

### Stats

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

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

Stat bonus = (STAT-10)/4, round toward zero.

### Races

**Humans** get +1 to any 2 stats. Experience base modifier of +0. *Special Abilities*: none

**Dwarves** get +2 to STR. Experience base modifier of +5. *Special Abilities*: +4 to any save vs. a magical effect; note slanting passages, traps, shifting walls and new construction in underground settings (roll 1 or 2 on a d6 for success; roll 1 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

**Elves** get +2 to MIND. Experience base modifier of +7. *Special Abilities*: Can use elf-made magic armor and magic weapons even as a magic-user; +2 to hit and damage goblinoid monsters; note secret/hidden doors (roll 1 or 2 on a d6 for success; roll 1 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

**Gnomes** get +1 to STR and DEX. Experience base modifier of +4.

*Special Abilities*: +4 to any save vs. poison; note slanting passages, unsafe walls, ceilings, or floors in underground settings (roll 1 or 2 on a d6 for success; roll 1 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

**Half-Elves** get +2 to CHA. Experience base modifier of +5. *Special Abilities*: Can use elf-made magic armor and magic weapons even as a magic-user; note secret/hidden doors (roll 1 or 2 on a d6 for success; roll 1 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

**Half-Orcs** get +2 to STR and DEX and get -2 to CHA. Experience base modifier of +4.

*Special Abilities*: +1 to hit with light or medium weapons; thick hide gives +1 to armor; speak languages of orcs, goblins, hobgoblins, and gnolls.

**Halflings** get +2 to DEX. Experience base modifier of +3. *Special Abilities*: +4 to any save vs. a magical effect; +2 to hit and damage with slings and light bows; can blend in background (roll 1 or 2 on a d6 for success outdoors; roll 1 -4 if indoors - this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do).

### Classes

The classes are Fighter, Magic-User, and Cleric. Characters normally begin at Level 1 (unless directed otherwise by the GM). Suggested maximum level: 12.

**Fighters** may wear any kind of armor or weapon and may use shields. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 20. They add +1 to all attack and damage rolls. This *Fighter Bonus* increases by +1 at 5th level and every five levels thereafter. Class Saving Throw Bonus is +3. See the Fighter Special Abilities section below for additional fighter abilities.

**Magic-Users** may not wear armor and can only use daggers or staves as weapons. *Physical Combat Bonus* is level/4, round up.

*Magical Combat Bonus* is level/2, round up. Experience Base is 30. They cast arcane spells from one spell list (magic-user, illusionist, necromancer, or witch) selected when the character is created. Class Saving Throw Bonus is +1. See the Magic-User Special Abilities section below for additional magic-user abilities.

**Clerics** may wear light or medium armor and use shields, but cannot use edged weapons. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 25. They cast divine spells from one spell list (cleric or druid) selected when the character is created. Class Saving Throw Bonus is +2. See the Cleric Special Abilities section below for additional Cleric abilities.



## Fighter Special Abilities

**Multiple Attacks:** Fighters make one attack per level each round against creatures with 1HD or less, provided no intelligent opponent of a level (use hit dice as level for intelligent monsters) higher than the Fighter is within about 20 feet of the Fighter.

**Fighter Feats:** Fighters may select one Fighter Feat from the following list at levels 3, 5, 7, 9, and 12. Each Fighter Feat may only be selected once.

*Accuracy* – A Fighter with this special ability rolls one die size larger for damage (1d6 instead of 1d4, 1d8 instead of 1d6, etc.) with thrown or missile weapons.

*Berserker Rage* – A Fighter with this special ability may go into a berserker rage when in combat. During a berserker rage, the Fighter always attacks the nearest foe (determine randomly if multiple foes in range). His ferocity adds his level to his attack roll and his damage. To break off combat (before all foes are dead) the berserk Fighter must make a MIND save versus a DC of 10 (plus 2 for every opponent still standing) in order to break off from fighting. Each round the Fighter is berserker costs him 2 hp, subtracted immediately after the berserker rage ends. A berserk Fighter cannot use any combat stunts nor the Find Weakness, Leadership, or Tactical Expertise special abilities.

*Brutal Attack* – A Fighter with this special ability rolls one die size larger for damage (1d6 instead of 1d4, 1d8 instead of 1d6, etc.) with melee weapons.

*Danger Sense:* A Fighter with this special ability has a sixth sense for danger and can never be surprised so long as he is conscious and aware.

*Find Weakness* – When attacking an unaware opponent, a

Fighter with this special ability may ignore any AC bonus the opponent has due to armor worn. He is hitting at his opponent's weak, exposed areas.

*Leadership* – When a Fighter with this special ability is leading a group of hirelings under their command, the hirelings subtract the Adventurer's level in any morale checks and add the adventurer's level to their attack and damage rolls.

*One Shot* – A Fighter with this special ability incapacitates opponents (knocks unconscious or otherwise out of combat) whose hit dice or level are less than or equal to the Adventurer's level on a critical hit (in addition to the normal effects of a critical hit).

*Striker* – A Fighter with this special ability makes a critical hit on a natural roll of 19 or 20.

*Swashbuckler* – When not wearing armor (and conscious and able to move), a Fighter with this special ability may add his level to his AC to a maximum AC of 20.

*Terrifying Style:* A Fighter with this special ability has a terrifying combat style. Opposing side must check morale every time he makes a critical hit.

*Unarmed Combat* – A Fighter with this special ability does 1d6 damage with his bare hands (instead of the standard 1d2 bare handed damage).

## Magic-User Special Abilities

**Create Handmade Wand:** A Magic-User knows how to create the handmade wand required for the some Magic-User special abilities. The wand must be made by the Magic-User using it to function. Creating the wand requires a knife, a living tree to cut the wand from, and 12 minus the Magic-User's level hours (minimum of 1 hour) of uninterrupted time.

**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.

**Arcane Duelling:** By forgoing their action on their turn, a magic-user can engage another magic-user in an Arcane Duel.

On each of their turns, both combatants roll a d20 and add their Magic Attack bonus - whoever scores higher wins that round. Each round costs the combatants 1HP, and each round they succeed, the do damage equal to their Magic Attack bonus (minimum 1HP) to their opponent. A draw roll means both opponents take 2HP damage. An opponent can leave a duel at any time, but takes the opponent's Magic Bonus as damage (as though they had scored a successful hit).

Both players and GMs should make their descriptions vivid and entertaining - but appropriate to the level of the combatants. A 1st-level mage and a Kobold Shaman will be throwing sparks and stings at each other, while 10th-level mages will have battles that look more like Rush album covers.

**Magical Research:** At 2nd level, a magic-user can scribe quick scrolls. At 5th level, a magic-user is able to research spells, scribe scrolls, and brew potions. When a magic-user reaches the 9th level, he is able to create magic items.

**Minor Magic:** Magic-Users can cast minor "everyday/non-combat" magic at will. Attempting something the GM considers abusive fails and causes the magic-user's wand to explode (doing 1d6 backfire damage to the magic-user unless a WIL 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 fingertip. 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.

## Cleric Special Abilities

**Magical Research:** At 5th level, a cleric is able to research divine spells and scribe divine scrolls. When a cleric reaches the 9th level, he is able to create magic items usable by clerics.

**Minor Divination:** A cleric may spend 10 minutes in prayer asking his deity whether or not a specific action would have generally good or generally bad results *from the deity's point of view*. The cleric will have vague feeling of rightness or wrongness. A cleric may do this at most 1 per day (+1 additional time per day every 5 levels).

**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 2HP before making the attack roll will allow hitting monsters that require magical weapons to hit.

**Turn Undead:** A Cleric can Turn Undead with a successful Magic Attack. DC is 10 + twice the Hit Dice of the undead. One undead flees per point over the roll needed. This can be used (2 + Level + MIND bonus) times per day.



## Background

Characters should select, with the approval of the GM, a background that represents their race, culture, and their previous (non-adventuring) training/experience. The selection of a character's background is as important as the selection of a class as a character's background gives the character a broad base of skills and knowledge.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Human (Holy Panamon Imperium) Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background – and an even better chance if that creek is in the territory of the Holy Panamon Imperium where the character knows more about the terrain and likely has contacts who could help.

Races and cultures are generally limited to those the GM has defined for the campaign setting although most setting will at least have humans, elves, dwarves, and halflings available as races.

For the prior training/experience part of a character's background, anything that fits the campaign setting may be selected. For example: A few possibilities include: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, desert nomad, goblin exterminator, hunted outlaw, knight errant, priest, refugee, scout, shaman, shepherd, soldier, spy, temple acolyte, thief, torturer, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, poet, and so on. This part of a character's background need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

Players should discuss their background ideas with their GM to both to be sure it will be a good fit for both the campaign setting and the group's play style as well as to be sure the player and the GM are both on the same general page as to what skills and knowledge the background provides the character. For example, if a player picked a "thief" background, the GM might be thinking "expert treasure finder" while the player is thinking "cat burglar."

## Alignment

**Basic Alignment:** There are three basic alignments: Law, Chaos, and Neutral. Only intelligent beings have alignment and the vast majority of those tend to be neutral. Player Characters should select an alignment for their characters.

**Law:** Characters aligned with Law try to avoid unnecessary harm to others by their actions or inaction. They often put the good of society/everyone over the immediate good of themselves and their friends. They are usually willing to help others/society even if doing so is somewhat inconvenient. If given power over others, they tend to use it for the good of all.

**Chaos:** Characters aligned with Chaos only care about themselves and those who are currently useful to them. While they may not go out of their way to harm others, they do not care if others are harmed as long as they succeed at their personal goals. They are generally only willing to help others/society if they get something they want or need out of it. If given power over others they tend to abuse it and use it mainly to help themselves.

**Neutral:** Neutral characters tend to put themselves and their friends first, but will generally not allow others to come to unnecessary harm or inconvenience in order to succeed. They are willing to help others/society so long as doing so is not inconvenient. If given power over others, they tend to use it for good, but they and their friends come first.

**Virtues and Vices (Optional):** As in real life, each character has virtues (admirable character traits) and vices (not so admirable character traits). Players select six traits from the lists below before play starts. Neutral characters must select three from each list. Lawful characters must select at least one (but no more than two) vices. Chaotic characters must select at least one (but no more than two) virtues. Players can select virtues and vices not on the list with GM approval.

Virtues	Vices
Academic	Arrogant
Austere	Bigoted
Bold	Capricious
Cheerful	Cowardly
Compassionate	Egoistical
Courageous	Fearful
Daring	Hateful
Determined	Hidebound
Fair	Impulsive
Faithful	Insensitive
Friendly	Lazy
Generous	Manipulative
Gregarious	Miserly
Honest	Petty
Hopeful	Power Hungry
Industrious	Rude
Just	Self-Centered
Kind	Spendthrift
Patriotic	Stubborn
Thoughtful	Thoughtless
Thrifty	Vengeful

## Character Tagline (Optional)

Each character should have one fairly unique feature in his personality or background that sets him or her apart from other characters and npcs in the campaign (and from other characters the player may play or have played in the campaign). This feature should not be something that would give a mechanical bonus in play, but something interesting and unique in the character's personality, background, or history. The GM should work with the player to ensure the character's tagline is appropriate to the campaign setting. A tagline can also be a "catch phrase" that sums up the character in some way.

Some examples of a simple character taglines from history and literature would be "never tells a lie" for George Washington, "the lionheart" for Richard I of England, "demands his martinis be shaken not stirred" for James Bond, "cultivates a grandfather image but quietly manipulates others to achieve the greater good" for Dumbledore, and "I didn't do it, nobody saw me, you can't prove anything" for Bart Simpson.



# STANDARD RULES

## Skills

There are no skills in *Microlite74: Perilous Adventures*. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation, taking into account the characters' classes and backgrounds. If the GM decides a random success chance is truly needed he may resolve the situation with a throw or roll of his choice or he may call for one of the following skill throws from the table below:

**Primary Class Throw:** if the character is attempting something directly related to their class.

**Secondary Class Throw:** if the character is attempting something only loosely related to their class.

**Primary Background Throw:** if the character is attempting something that is not related to their class but is directly related to their background.

**Secondary Background Throw:** if the character is attempting something that is not related to their class but is at least loosely related to their background.

**Unrelated Skill Throw:** if the character is attempting something that anyone should be able to try with at least a small chance of success but is not really related to their class or background.

When the GM calls for a skill throw, he will declare the type of skill throw, which stat the skill throw falls under (add Stat bonus to throw), and any situational modifiers and the player will make a skill throw. The GM should make the throw in secret if seeing the result would give the player more information than his character should have.

Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Class, Secondary Class, or Primary Background Roll. The following situational modifiers are suggested for task difficulty: Easy: +1, Normal: 0, Difficult: -1, Hard: -2, Very Hard: -4, Legendary: -6, Unbelievable: -8.

If the skill throw is a success, the character's attempt to perform the task succeeds. Otherwise, the character's attempt to perform the task fails, meaning the character makes no progress toward the task's objective (or -- if the GM wishes -- makes progress but suffers a setback determined by the GM).

## Skill Throw Table

Level	Primary Class	Secondary Class	Primary Backgrd	Secondary Backgrd	Unrel
1	10+	12+	14+	16+	19+
2	9+	11+	13+	15+	18+
3	9+	11+	13+	15+	18+
4	8+	10+	12+	14+	17+
5	7+	9+	11+	13+	17+
6	7+	9+	11+	13+	16+
7	6+	8+	10+	12+	16+
8	5+	7+	9+	11+	15+
9	5+	7+	9+	11+	15+
10	4+	6+	8+	10+	14+
11	3+	5+	7+	9+	14+
12	3+	5+	7+	9+	13+
13	2+	4+	6+	8+	13+
14	1+	3+	5+	7+	12+

**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, 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. If there are such unusual conditions, basic adventuring skills should be considered loosely related to the character's class for the purpose of a skill throw.



**Languages:** All character races speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Beings with a INT over 10 may speak one additional language per point of INT over 10 (these are in addition to any languages known by race). If a roll is needed, a character's native language(s) should be considered directly related to the character's background and any other languages known should be considered loosely related to the character's background.

**Talents:** At level 2 (and every 2 levels thereafter), characters may select one narrow area of skill where they are better than average: something they are "Good at." This talent should be either something directly related to their class or background -- or something they have spent game time and/or money learning. If the player wishes (and the GM approves), instead of selecting a new talent a talent the character is already "Good at" be improved to "Expert at" at a later even-numbered level and a talent the character is "Expert at" may be improved a final time to "Master at" at yet a later even-numbered level. The GM will consider the character's talents just as he would the character's class and background when deciding if a character will succeed with an action.

## Saving Throws

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is successful if the total of the roll and modifiers is 20 or greater. Standard Modifiers are the total character's Class Saving Throw Bonus, the character's Level/2 (round down), and a Stat/Class bonus based on the type of saving throw.

*Types of Saving Throws:* There are three types of saving rolls: Fortitude (FORT), Reflex (REF), and Will (WIL). *Fortitude:* These saves measure ability to stand up to physical punishment or attacks against vitality and health. Add STR bonus to Fortitude saving throws. *Reflex:* These saves test ability to dodge area attacks. Add DEX bonus to Reflex saving throws. *Will:* These saves reflect resistance to mental influence and many magical effects. Add MIND bonus to Will saving throws.

## Magic

Magic-using characters can cast any spell from their respective spell list with a spell level equal or below 1/2 their class level, rounded up. A Magic-User starts with Read Magic and 1d2 additional first levels spells in his spell book (which must be approved by the GM) 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).

A magic-using character can memorize up to his memory limit (Level (+ MIND Bonus - if positive) in spells at one time. A Magic-User User requires his spell book and one hour of time to change the spells he has memorized. Clerics and druids simply need one hour of quiet meditation to change their spell selection.

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

Spell Level	1	2	3	4	5	6
HP Cost	3	5	7	9	11	13

This loss *cannot* be healed magically but is recovered after 8 hours rest.

**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.

**Quick Scrolls:** Quick scrolls take one day per level of the spell being scribed to write and cost 100gp per spell level for supplies. Unlike true scrolls, the writing in a quick scroll fades in (1d8-4) + the scribe's level weeks (minimum: 1 week). There is no way to tell in advance how long before a quick scroll fades. A quick scroll can only be used by the caster who scribed it, it appears as complete gibberish to anyone else. Casting a spell via a quick scroll costs HP just as if the spell was being cast from memory and the spell fades from the quick scroll when cast.

## Hit Points and Healing

**Hit Points (HP):** Hit Points for Fighters equal STR + 1d8 per Level. Hit Points for other classes equal STR + 1d6 per level. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Body Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. Optional: To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

**Body Points (BP):** All characters have 10 Body Points. If Body Points reach 0, the character is dead. Each point of body damage a character has suffered gives a -1 to all attack, success, saving, and similar rolls.

*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 (up to 5 points of BP 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 (6 or more points of BP damage) does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

**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 FORT 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 the monster has. This option is not recommended.



## 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:** Each side rolls a d6 (reroll ties). High roll wins initiative. The combat order is: 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that won initiative acts. 4) Side that lost initiative acts. 5) Any bookkeeping is done. This ends a combat round. If the combat continues, roll initiative again and repeat.

**Combat Stance:** Any character able to act may select a combat stance. Any character who does not announce their combat stance when declaring their actions for the round is assumed to select the "Standard" Combat Stance. Combat Stances (and their effects) are *Full Defense* (Attack: no attack possible; AC: +2 bonus, +4 bonus with shield, +6 bonus with large shield), *Active Defense* (Attack: -2 penalty; AC: +1 bonus, +2 with shield), *Standard* (Attack: Normal; AC: Normal), *Active Attack* (Attack: +1 bonus; AC: -1 penalty), and *Full Attack* (Attack: +2 bonus; AC: -2 penalty). Spell casters casting a spell cannot select the Full Defense or Active Defense Stance.

**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.

**Attack Rolls:** Add attack bonus to d20 roll. A natural roll equal to or less the target's Natural Defense (which is 1 unless otherwise stated) always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage.

Melee attack bonus = STR bonus + Physical Combat Bonus  
Missile attack bonus = DEX bonus + Physical Combat Bonus  
Magic attack bonus = MIND bonus + Magical Combat Bonus

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.

**Critical Hits:** A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage and doing a number of body points of damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

**Critical Hit Special Effects (optional):** When a Fighter (or a monster, at the GM's option) has selected the Active Attack or Full Attack combat stance for a round and scores a critical hit in melee combat during that round, one of the following special effects may be imposed at the attacker's option:

- **Trip:** Target is knocked prone.
- **Disarm:** Target's weapon or shield is knocked away in a random direction a number of feet equal to half the damage you dealt.
- **Reposition:** Force your target to move to a new location of your choice, up to a number of feet equal to half the damage you dealt (plus attacker's STR bonus). Attacker may move with target if attacker desires.
- **Shield Slam:** If wielding a shield, bludgeon your target with it, dealing damage as a shield bash. Target is then forced back from you a number of feet equal to half the damage dealt by the original attack (plus the attacker's STR bonus).
- **Disorient:** Blow leaves your opponent off-guard. Until the end of his next turn, target is confused.
- **Hinder:** Target is briefly slowed, reducing his speed to five feet until the end of his next turn.

If the movement effect of Reposition or Shield Slam would force the target over a cliff, into a pool of dangerous liquid, or the like, the target gets a DEX save to stop safely at the edge.

**Critical Miss Special Effects (optional):** When a Fighter (or a monster, at the GM's option) has selected the Active Defense or Full Defense combat stance for a round and an enemy attacking him during that round rolls a natural 1 on their attack roll, one of the following special effects may be imposed at the defender's option:

- **Counterattack:** You make a melee attack against your attacker. This is in addition to any other attacks you might make during the round.
- **Disengage:** You dart away from your attacker, moving up to your movement, but you cannot engage another by doing so.
- **Blind:** You spit, throw sand, or otherwise attack your enemy's eyes. Until the end of the next round, he is blinded.
- **Redirect Attack:** Your opponent's attack automatically strikes another creature of your choice within reach of your enemy's weapon.
- **Feint:** You quickly feign an attack against your foe. Until the end of his next turn, your enemy is has a negative modifier equal to your level to all actions.
- **Steal:** You pluck a small unprotected item--usually no more cumbersome than a weighty coin purse--from your foe.

**Light Weapons:** Fighters can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighting classes can wield 2 light weapons and attack with both in a round (making one attack roll at -2).

**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.

**Cover:** Characters behind an object gain +2 to +10 to their AC against ranged attacks, depending on the extent of the cover (light cover = +2 to nearly complete = +10). In some situations, the GM may allow half this AC bonus to apply to saves.

**Shield Wall:** Characters have and can use shields in battle can form a shield wall. Forming a shield wall grants each person in the wall (including hirelings) to automatically lose initiative in exchange for an additional +1 to AC per adjacent ally (so a max of +2) so long as they remain in formation.

**Weapon Damage:** Light weapons do 1d4 damage. Medium weapons do 1d6 damage. Heavy weapons do 1d8 damage. Add STR bonus and any class damage bonus to Melee damage (x2 for two-handed weapons). *Option:* Weapons do the damage listed for the specific weapon on the equipment table.

**Shield Special:** A character with a shield may choose to have it completely absorb all the damage from any attack (including a critical hit). A non-magical shield shatters when it does so. A magical shield permanently loses one point of its magical AC bonus when it does so, becoming a non-magical shield if its magical AC bonus is reduced to zero.

#### Special Combat Situations:

**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.

**Ranged Attack into Melee:** Shooting or throwing into a crowded melee is not a good idea: there is a 50% chance you'll hit a friend instead of an opponent. Fighting classes may take -4 to hit to avoid hitting a friend.

**Dodge:** A character who is not making an Active or Full Attack may forgo his next attack at any time and dodge out of the way. Roll 1d20 + DEX bonus + Physical Combat Bonus (PCB). The total is the character's effective AC until his next attack. If it's lower than his real AC, well, the character zipped when he should've zagged. The GM may modify the roll by +2 or -2 (or more) to reflect the terrain and cover of the area.

**Aid Another:** A character who can make a melee attack on an opponent engaging an ally in melee combat can help that character attack or defend by distracting or interfering with an opponent. Make an attack roll against AC 10. If successful, the ally gains either a +2 (Fighter Bonus +1 for fighting classes) bonus on his next attack roll against that opponent or a +2 (Fighter Bonus +1 for fighting classes) bonus to AC against that opponent's next attack (aiding character's choice), as long as that attack comes before the beginning of the aiding character's next turn. Multiple characters can aid the same ally.

**Grapple:** A character can make a grapple attack on an adjacent target. A successful attack roll means they are then grappled with their target. When grappled, both the attacker and the defender's AC becomes 10 and neither can make move actions. When grappled, the defender can't make normal actions and must make opposed rolls (1d20 + PCB) against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

**Knockout Blow:** A character can attempt an armed melee attack against an adjacent creature to stun them. On a successful hit the target is stunned one minute for every point the attacker rolled higher than their defense.

**Combat Tricks/Stunts:** Declare what the trick/stunt attack is going to do. It could be anything from knocking a weapon from your opponent's hand to blowing his hat off or extinguishing a

lantern. Other possibilities could be stapling the target to the wall through his clothing with a thrown weapon, tying him up with a bola, tripping him and so on.

For Fighters, the attack roll is made as normal, if the attack roll is a hit, the player rolls 1d6. If he rolls his Fighter Bonus or less on the D6, the combat trick works. If the combat trick roll fails, the character still hits for normal damage.

Clerics and Magic-Users, however, will only succeed with a combat trick if they roll at least a 20 on their attack roll (and the roll would hit the target). If they fail to at least roll a 20 and hit the target, both the combat trick and the attack fail.

Against an inanimate object, if the attack roll (with the penalty) is successful, the stunt works. No defense roll is needed.

**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.

**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.



**Mounted Combat:** Except for trained warhorses, a horse's first instinct when confronted with the noise and bloodshed of combat is to run, and they must make a morale check every round prior to acting.

A mount acts at the same time as its rider for purposes of strike speed. When running a mount can triple its movement rather than double. If they don't move, both rider and mount can attack during a round, but otherwise they cannot both attack in the same round, unless they charge. The jostling makes casting spells impossible unless the mount holds still. A mounted charge is only possible if mount and rider are not currently in melee and have a fairly direct path to the target. A charge with a spear, lance, or polearm deals double damage.

A mounted character can be unhorsed by a critical hit or Feat of Strength and Skill that knocks her back, but gets a REF save to avoid falling off. If you're not using either of those rules, then just assume that it happens on an attack roll of 19 or 20. An unconscious or dead rider has a 50% chance of falling off each round her mount moves.

**Jousting:** It often happens that two fighters will decide to engage in a sporting joust. Since the goal is to merely unhorse the other rider without hurting him, specially-blunted lances are usually used. Such lances cost 2 GP, only deal 1d2 damage normally (or 1d4 damage on a charge), and cannot deal lethal damage (or damage to BP) to a character wearing medium or heavy armor. Sporting lances are weakened so that on a damage roll of 4, they splinter into pieces. The competitors in a joust will decide how many passes they will make (normally 1d8+2), and if neither is unhorsed by that time, the winner is the one whose lance broke the most times.

**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.

## 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.

**Hireling Morale:** Bearers have a base Morale Rating (MR) of 4. Green Men-At-Arms have a base MR of 7. Veteran Men-At-Arms have a base MR of 9. Base MR is modified by how well the hirelings are treated: -4 for bad treatment, -2 for poor treatment, +1 for good treatment, and +2 for exceptional treatment; and by the CHA bonus of the person paying the hireling. A hireling's MR may also be used to determine how loyal the hireling is to the PCs in cases of attempted bribery and the like.

**Henchmen (optional):** Characters may acquire followers in play. These may be common men with special backgrounds or even NPC Adventurers/Sorcerers (of a level no greater than 50% of the character they follow). Henchmen (also called retainers) negotiate their own pay and benefits. While henchmen are generally more loyal than hirelings, the generosity of their pay and benefits will affect their loyalty. Henchmen are far more likely than hirelings to give their own opinion on things and to help out without being specifically told to.

## Monsters

See the Microlite74 Monster List or use the monster descriptions in any 0e game (substituting d8 for hit dice and damage if needed). To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, magic save = 10 + level, all attack bonuses = level, damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

**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 CHA 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.

**Mooks (optional):** Sometimes a GM may want to use a large number of monsters but not want to carefully track each one. Mooks are "cannon fodder" monsters that have 1 hit point per hit die, never make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against PCs and NPCs with class levels.

## Level Advancement

Characters get Experience Points (XP) when their party defeats Challenging monsters. Characters receive no points for defeating monsters whose hit dice are less than the party's average level. Experience Points (XP) = 1 for every Hit Die equal to or greater than the party's average level of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: for a party whose average level is 1 -- 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP, etc; 1 gargoyle (a 4 hit die monster) = 4 XP, 2 gargoyles = 5 XP, 4 gargoyles = 6 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 100gp (round down) so spent.

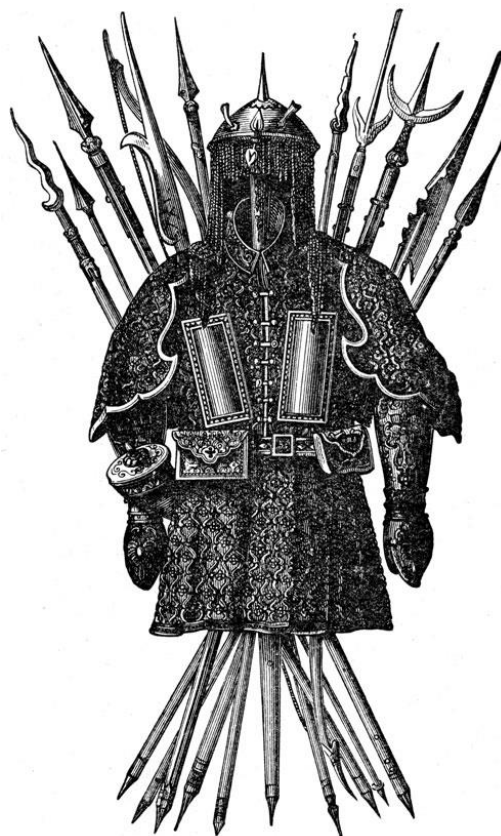
Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials and treasure spent. When the total is equal to your Experience Base x your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds +1d6 (+1d8 for fighters) to Hit Points and the character's Physical Combat Bonus is recalculated. (Note that both the above are already included in the attack and hit point formulas given in the rules.)

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magic-Users gain access to new spell levels at levels 3, 5, 7, 9, and (Magic-User only) 11. When a Magic-User gains access to a new spell level he gets one spell of the new level added to his spell books. The player may select the spell subject to GM veto.

**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 2900gp in treasure from the dungeon. That's 725gp 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.



# WEAPONS AND 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 decade, but merely cover a prince's monthly budget.

## Equipment Packs

Suggested starting packs for new characters:

### Pack A

backpack  
bedroll  
hooded lantern  
10 oil flasks  
flint & steel  
shovel  
2 sets of caltrops  
signal whistle  
pen & paper  
water skin  
iron rations for four days

### Pack B

backpack  
bedroll  
10 torches  
10 oil flasks  
flint & steel  
chalk  
10 ft. pole  
mirror  
crowbar  
water skin  
iron rations for four days

### Pack C

backpack  
bedroll  
tent  
10 torches  
flint & steel  
hammer  
10 iron spikes  
grappling hook  
50 ft. rope  
water skin  
iron rations for four days

Finally, add the following, based on your Class:

**Fighter:** Vial of holy water, medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

**Magic-User:** Spellbook with all spells known, a dagger, and 5 gold pieces

**Cleric:** Silver holy symbol, light armor (AC +2), a one handed weapon + shield, and 5 gold pieces.

## 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
Short Bow	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
Woundwart (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**

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**

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**

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**

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

**Cost****Cost****Cost****Cost**


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## ADVENTURING

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**Early Edition Conventions**

Almost any material you come across for 0e or other early editions of the world's most popular roleplaying game can be used in *Microlite74: Perilous Adventures* with little modification. However, there are some descriptive 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 0e, a round was 1 minute and a turn was 10 minutes. In B/X, a round was 10 seconds and a turn was 10 minutes, so there were 60 rounds in a turn.

**Movement/Distance Conventions:** Early editions 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 (unencumbered), with two moves per turn. Carrying too much weight cut this down to 9" (lightly encumbered), 6" (heavily encumbered), or even 3" (overencumbered). Running movement was double the above.

**Descending Armor Class:** Early 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. *Microlite74: Perilous Adventures* 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 B/X (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: Perilous Adventures*.

**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: Perilous Adventures*.

## Dungeon Exploration

Exploring dungeons is an iconic part of old school roleplaying games. The guidelines in this section will help the GM run adventures in dungeons, castles, caverns, and other "indoor" spaces.

**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). Lanterns use flasks of oil as fuel, and a lantern can burn continuously on 1 flask of oil for 24 turns (4 hours). Torches burn continuously for 6 turns (1 hour) before burning out. 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 2d6 x 10 feet apart. Surprise distance is 1d3 x 10 feet.

**Wandering Monsters:** The GM should roll 1d6 every 2 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. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

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

**Doors:** Dungeons often have many doors, some secret and others obvious. Many are locked, and a thief will need to attempt to pick locks. However, characters can attempt to break a door down. In this case, the player rolls 1d6. A result of 2 or less means the door has been broken down. Strength adjustments apply, but no matter what the adjustment there must always be a chance of success or failure. Bonuses cannot take the success range above 5 or below 1 on 1d6.

Players will sometimes want their character to listen at a door to hear any noises beyond. Again, the GM rolls 1d6. A roll of 1 results in success, and a roll of 1 or 2 succeeds for demi-humans due to their keen hearing. A thief has specially trained for this task, and succeeds on a roll of 1-2 (Level 1-4), 1-3 (Level 5-8), 1-4 (Level 9-12), and 1-5 (Level 13+). This attempt may only be made one time at any door by a character. Note

that some creatures, such as undead, do not make noise.

**Traps and Trap Detection:** 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.

Characters of all classes can search for non-magical traps. All characters except dwarves and thieves can succeed in spotting a trap on a roll of 1 on 1d6. Dwarves succeed on a roll of 1 or 2 on 1d6. Thieves are specially trained for this task, and succeed on a roll of 1-2 (Level 1-4), 1-3 (Level 5-8), 1-4 (Level 9-12), and 1-5 (Level 13+). Players must declare that their characters are actively looking for traps, and they must be looking in the right place. This roll may only be made once in a particular location, and it takes 1 turn per effort made. Since the GM rolls the dice, the player never know if the roll failed or if there simply is no trap in the area searched.

**Secret/Hidden Doors:** Secret (and hidden) doors can only be spotted if characters are specifically looking for them. The GM rolls 1d6 when a player declares that his character is looking for secret doors. A result of 1 on 1d6 is a success, except that elves have better vision and succeed on a roll of 1 or 2 on 1d6. Thieves are specially trained for this task, and succeed on a roll of 1-2 (Level 1-6), 1-3 (Level 7-10), and 1-4 (Level 11+). A character can only attempt to look for secret doors once in any given area, and it takes 1 turn. A second attempt cannot be made in the same area. On a roll of 1 on 1d6 an Elf will notice a secret door even if he is not actively searching for secret doors. Since the GM rolls the dice, the player never know if the roll failed or if there simply is no door in the area searched.

## Wilderness Exploration

Exploring the wilderness is an iconic part of old school roleplaying games. The guidelines in this section will help the GM run adventures in the great outdoors, whether exploring new lands or simply go from one place to another along well-travelled routes.

**Time and Wilderness Movement:** The wilderness is not cramped like in a dungeon, and characters can usually see further ahead and not be as wary of obstacles. For this reason, movement is measured in yards rather than feet in the wilderness.

A character that could move 120' per turn in a dungeon can move 120 yards (360') per turn in the wilderness. Further, characters can move, per day, their movement rate divided by 5 in miles per day. So a character that moves at 120 (feet or yards, depending on environment) can move 24 miles in the wilderness per day. It's likely that not all characters will have the same movement, so if they wish to stay together they must move as fast as the slowest character. Also note that the number of miles characters can move in 1 day presented here assumes a clear trail and easy travel. Other conditions will reduce the distance traveled in a day by fractions, as detailed below.

Terrain	Movement Modifier
Desert, hills, wooded areas	-1/3
Thick jungle, swamps, mountains	-1/2
Road travel, clear wide trails	+1/2

For example, if characters can travel 24 miles normally, but are following roads, they can travel 36 miles a day (24 + 12). If they are traveling through swampy land, they travel 12 miles (24 - 12) per day. Furthermore, certain kinds of terrain can slow travel at the GM's discretion, such as if the characters have to cross canyons, large rivers, or other formations. In addition to these conditions that can influence travel rates, characters may engage in a forced march. A forced march is a day of hard, tiring travel, but increases travel speed by +1/2. However, the characters must rest for 24 hours after a forced march. Otherwise, during wilderness travel the characters have to rest one day per six days of travel. Weather can also affect travel rates or even prevent safe travel altogether.





Missile weapon and spell ranges are measured in yards in the wilderness also, but note that areas of effect remain the same for spells and other effects.

Unless there is an encounter, the GM will direct players through time in increments of days while traveling in the wilderness. When an encounter occurs, time is measured in rounds. Unlike in labyrinths, wilderness adventures do not often measure time in turns.

**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 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. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

**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 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

**Strongholds:** Characters may encounter a stronghold during their wilderness travels. If the GM decides the characters pass near a castle or other kind of stronghold, he can roll on the following table to randomly determine how any patrol that spots them might react. These rolls may be modified one way or another if the characters are acting suspicious, or if they are approaching peacefully and potentially with offerings.

Ruler	Patrol	Reaction (1D6)
Class	Level	Type
Cleric	6+1d8	Lt mounted, 2d6
		Ignore
		Chase
		Friendly
Dwarf	8+1d4	Hvy infantry, 2d6
Elf	9 or 10	Lt mounted, 2d6
		Ignore
		Chase
		Friendly
Fighter	8+1d6	Hvy mounted, 2d6
		Ignore
		Chase
		Friendly
Halfling	6+1d2	Lt infantry, 2d6
		Ignore
		Chase
		Friendly
MU	10+1d4	Hvy infantry, 2d6
		Ignore
		Chase
		Friendly

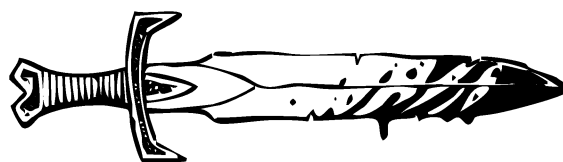
**Rations and Foraging:** When adventuring in a dungeon, there may be very little available to eat. Characters must take rations with them to cover the extent of time they expect to be away from town. However, they may occasionally kill an edible monster.

When in the wilderness, characters can hunt or scavenge for food. Scavenging for food is an activity that can be accomplished without hindering travel by gathering fruit, nuts, or small animals. For each day of travel while scavenging, roll 1d6. A result of 1 indicates that sufficient food for 1d6 human sized beings has been acquired. Hunting follows the same roll, but succeeds on 1-2, and must be engaged as the sole activity for a day. No traveling is possible. In addition, there will be one Wandering Monster check, from the table appropriate for the terrain, while the group is hunting.

Characters that go without food and/or water will soon begin to suffer from the effects of starvation and/or dehydration:

**Starvation:** Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals lost HP.

**Dehydration:** Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP in damage (and can no longer heal).

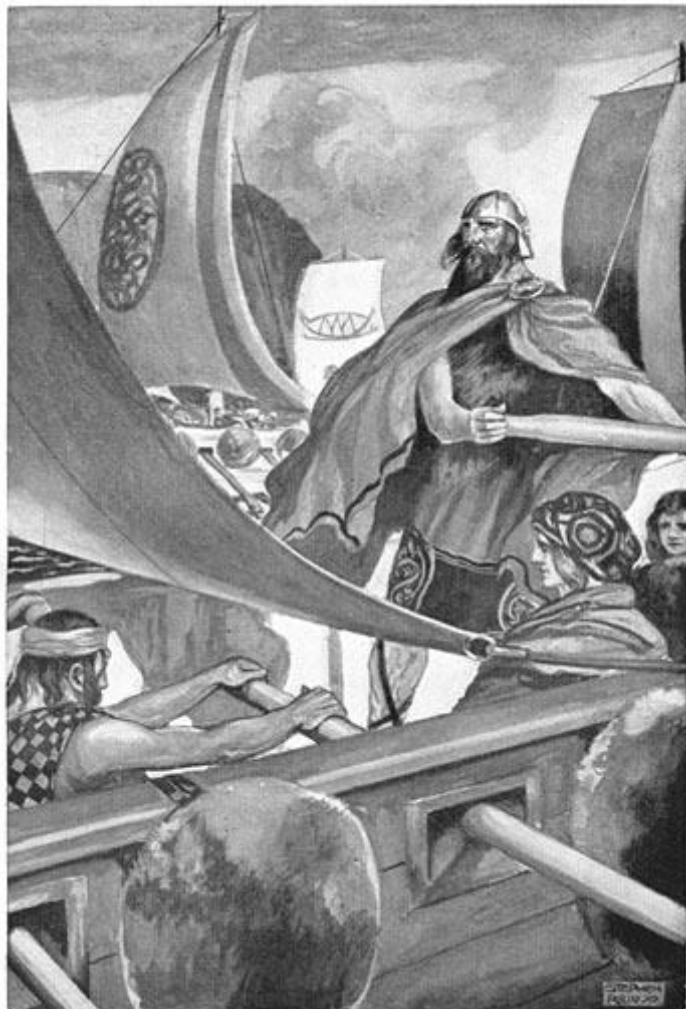


## Other Hazards

**Falling:** 1d6 damage per 10 feet fallen, save for half damage.

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

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



## Ocean Exploration

On occasion, characters will need to travel by sea, whether to find a lost island full of riches, or simply to get from one coast to another. The rules in this section also cover travel on rivers. Characters might have to travel by river deep into impenetrable forest or jungle to reach a set of ruins.

**Water Vessels:** The characters might employ any number of watercraft. Some vessels are small, and they can steer them on their own, while others require a great number of people to operate. The Watercraft Table details different kinds of water vessels, as well as their speeds when rowed or sailed, their structural hit points and armor class, and maximum cargo load.

Hit points operate in the same manner as hit points do for monsters and characters. If a vessel is damaged to 0 or fewer hit points, it will no longer move and ship weapons no longer function. The ship has 1d10 rounds before it will sink.

**Ship Weaponry:** Galleys are capable of having a ram, but only a war galley automatically has one. Galleys that are not equipped with a ram can be purchased with a ram at +30% of the normal cost for the ship. All galleys and longships may be equipped with a catapult. Catapults must be equipped with shot, which weighs 200 pounds per 20 shot.

**Water Conditions:** When traveling on rivers, the listed

distances various vessels can travel in a day can be modified if the current is particularly fast or if vessel is moving up stream. Adjust the average miles traveled each day up or down by 1d8 +4 miles, as appropriate. The Gamemaster might invoke other penalties, depending on what hardships a vessel encounters on a river. Shallow water, waterfalls, twisting waters, rapids, or sand bars might impact travel times.

When traveling at sea far from shore, smaller boats, including all galleys, are not appropriate and cannot handle the potential difficulties the open sea can offer. These vessels are restricted to water voyages in rivers, lakes, and near the shore at sea. There are many possible conditions at sea that might impact the average travel times listed for each vessel. The Gamemaster will check water conditions at the start of each day by rolling 2d6. A result of 12 indicates strong winds and storms, and a 2 means that the day is completely devoid of wind and a ship that is incapable of rowing cannot move all day. Any vessel with sails can attempt to move with the wind to avoid damage from strong winds. However, this may not carry the ship in the direction of preferred travel. The direction will be chosen by the Gamemaster. The vessel travels at the average speed x3. If the ship encounters land during this travel, it has a 25% chance of finding a safe place to hide along the shore. Otherwise, the ship is destroyed on the shore, by landing too fiercely or otherwise hitting shallow waters and rocks. In these windy, stormy conditions a galley has an 80% chance of being overrun with water and sinking. If it is near shore when the storm hits, a galley can find a safe harbor 100% of the time if the shore relatively clear of physical dangers. Otherwise, a galley will find a safe harbor on a roll of 1 or 2 on 1d6. Note that if the roll indicates no wind for the day, ships that can move by rowing can move their normal rowing speed for the day. Sailing ships are unable to move significantly under these conditions.

The system outlined above is a simple system for deciding conditions at sea. If the Gamemaster desires a more detailed set of guidelines, he should roll 2d6 at the start of each game day and consult the Wind Conditions table.

### Wind Conditions Table

Roll Result	Movement Adj.	Wind Conditions
2-4	None	Normal
5	No sailing, -2/3 rowing	No wind
6	-2/3 all movement	Slightly unfavorable
7	-1/2 all movement	Unfavorable
8	-1/3 all movement	Greatly unfavorable
9	+1/3 all movement	Light favorable
10	+1/2 all movement	Medium favorable
11	All movement x2*	Extremely favorable
12	All movement x3**	Fierce wind

\*All ships have a 10% probability of taking on water (20% for galleys), which will incur a penalty of -1/3 to movement. The ship will need to seek maintenance at a dock to remove the water.

\*\*The ship will travel in a random direction determined at the Gamemaster's discretion, as discussed previously.

**Encounters at Sea:** Monsters can surprise a ship, but because monsters native to the water cannot generally be seen, or "sneaked up on," a ship may never surprise a monster. When the Gamemaster rolls for a random encounter, the distance the monster is from the group is the same as in other wilderness encounters (4d6 x10 yards).

Assuming weather conditions are normal, other ships can be seen when up to 300 yards away and land can be seen from up to 24 miles. These visibility distances could be reduced by 90% their normal distance when in harsh weather or dense fog, or some other penalty might be used depending on conditions.

**Waterborne Chases:** When two waterborne vessels, or a ship and a monster, encounter one another, one party may choose to flee. The distance between each of the groups is determined as

a normal encounter. Success depends entirely on luck and the difference between the two groups speeds.

If the fleeing party is faster than the pursuer, the base chance of escape is 80%. The base is 50% if both parties have the same movement, and decreases by 10% for every 30' movement the escapee is slower than the pursuer (minimum of 10%). If the fleeing party is successful, the pursuing group cannot try to catch up with the fleeing party for 24 hours, and then only if a random encounter roll indicates an encounter. If a party fails their roll to flee, the pursuer will gain on the fleeing party at a rate of 10 yards per round if the pursuer is slower than the other party or if the pursuer's speed is no greater than 30' more than the fleeing party. If the pursuer's speed is more than 30' faster than the fleeing party, the pursuer will gain on the fleeing party at a rate equal to the pursuer's speed per round.

**Waterborne Combat:** Time and movement functions in the same way in water combat as it does in other encounters. However, one of the major differences to note is that attacks and damage may be directed at water vessels in addition to characters and monsters. Structural hit points (shp) belonging to vessels are slightly different than hit points (hp) belonging to characters and monsters. They translate at a rate of 1 to 5, or 1 shp = 5 hp. This is important to note, because some monster or spell descriptions list shp damage when directed at vessels.

**Vessels and Damage:** It takes 5 crewmembers 1 turn to repair 1 shp. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel. Only half of all damage sustained to a ship can be repaired at sea by the crew, the remaining damage can only be repaired by facilities at dock.

Damage to a vessel also impacts vessel movement, due to taking on water and structural damage influencing how the ship passes through water. In 10% increments of damage to shp maximum, the ship's movement will be reduced by an equal percentage. For example, if a ship loses 20% of its shp, its movement will also be reduced by 20%. Movement is also affected in a similar manner when the number of rowers is reduced, such as when rowers are used to repair damage. For example, if 10% of the number of rowers are being used to repair vessel damage, the ship can move at -10% of its normal speed.

**Ship-to-Ship Combat:** Combat between ships is usually fought by either catapults or rams, both of which are detailed below. Some ships may be equipped with these weapons, as indicated previously.

### Catapult

*Rate of fire:* variable; 1/5 rounds with 4 crew; 1/8 rounds with 3 crew; 1/10 rounds with 2 crew

*Range:* 150-300 yards

*Attacks as:* Fighter level equal to crew number firing

*Area effect:* 10' square

*Damage:* 3d6 shp or 1d6 shp fire per turn

Catapults can be operated by a variable number of crew, and this will affect rate of fire and attack ability as indicated above. The standard 3d6 damage reflects firing a solid missile. Burning damage from combustible loads and pitch do the indicated fire damage. It takes a minimum of 5 crewmembers 3 turns to extinguish flames caused by a fire attack. For every five additional crewmembers, this time can be reduced by 1 turn to a minimum of 1 turn. A catapult cannot be used to attack a ship that is closer than the minimum range indicated.

### Ram

*Range:* Touch

*Attacks as:* Monster of under 1 HD

*Damage:* (1d4 +4) x10 shp or 3d8 hp; (1d6+5) x10 shp or 6d6 hp

The different damages listed for a ram apply as follows. The first shp value listed applies to rams on small vessels when attacking another vessel. The first hp value listed applies to attacking large aquatic monsters. Similarly, the second damage values

apply to rams on larger ships to other ships or large aquatic monsters, respectively.

**Boarding Vessels:** When the occupants of both side-by-side vessels wish to board one another, their mutual intent makes the action succeed with no chance of failure. If only one side wishes to board the other, then the side that wishes to board has a 35% chance (1-35 on d00) of being able to successfully maneuver the two ships to a boarding position and clamp them together with grappling hooks. Once crewmembers come into contact with one another, combat ensues following the standard combat rules. When characters are in the act of boarding another ship, they suffer a penalty of -2 to attack rolls and armor class.

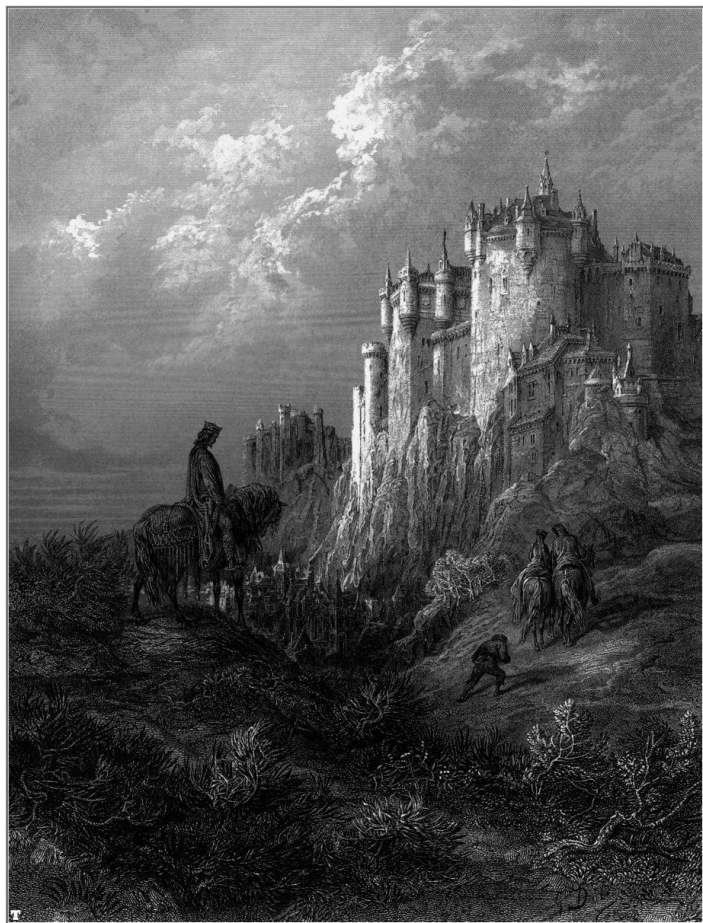
**Watercraft Table I**

	Crew	Sailin g Feet per	Rowin g Round	Sailin g Miles per	Rowin g Day
<b>Boat, river</b>	10	-	60	-	36
<b>Boat, sailing</b>	1	120	-	72	-
<b>Canoe</b>	1	-	60	-	18
<b>Galley, large</b>	250	120	90	72	18
<b>Galley, small</b>	100	150	90	90	18
<b>Galley, war</b>	400	120	60	72	12
<b>Lifeboat</b>	1	-	30	-	18
<b>Longship</b>	75	150	90	90	18
<b>Raft</b>	1	-	30	-	12
<b>Sailing Ship, large</b>	70	120	-	72	-
<b>Sailing Ship, small</b>	12	150	-	90	-
<b>Sailing Ship, transport</b>	12	120	-	72	-

**Watercraft Table II**

	Cargo (pounds)	Armor Class	Structural Hit Points
<b>Boat, river</b>	3,000	8	20 to 45
<b>Boat, sailing</b>	2,000	8	20 to 45
<b>Canoe</b>	600	9	5 to 10
<b>Galley, large</b>	4,000	7	95 to 120
<b>Galley, small</b>	2,000	8	75 to 100
<b>Galley, war</b>	6,000	7	125 to 150
<b>Lifeboat</b>	1,500	9	12 to 18
<b>Longship</b>	4,000	8	65 to 80
<b>Raft</b>	5 per sq. ft	9	5 per sq. ft
<b>Sailing Ship, large</b>	30,000	7	125 to 180
<b>Sailing Ship, small</b>	10,000	8	65 to 90
<b>Sailing Ship, transport</b>	30,000	7	125 to 180





## CREATING A STRONGHOLD

All of the character classes have some ability, after reaching 9<sup>th</sup> level, to establish a stronghold: fighters usually build castles, clerics usually build temples or monasteries, and magic-users usually build towers. Strongholds are usually built by claiming an area of wilderness, clearing out the monsters that lair in the region, and then beginning construction of the new owner's fortified place of residence. The nature and type of stronghold will differ, of course, for the individual's choices will play an important role. For instance, it is traditional for you, the player, to create a map of your stronghold.

In general, a strong leader who clears out an area with a radius of ten miles or so will end up in charge of between 2 and 8 (2d4) small settlements. The peasants in these hamlets, cots, and villages will be overjoyed to find themselves under the protection of a powerful and renowned protector – unless your Character is a tyrannical overlord in the service of Chaos. Each settlement holds roughly 1d4 x100 villagers, and the normal feudal tax is 10 gp per year per villager. Sometimes, of course, this is paid with chickens and oxen, and your stronghold might take on the appearance of a marketplace, around tax time – but a good reeve or bailiff can sort it all out quickly, without the Character's needing to get involved.

Owning a stronghold allows a person to house and feed loyal retainers without paying for their room and board in local inns, or building campsites in the cold rain. It is a base of operations and a secure place to keep Treasure.

Building the actual castle, of course, is quite expensive. The owner will need to hire wagons for transporting materials, as well as masons and other experienced craftsmen from more civilized areas to raise the strong stone walls and towers of the fortress. While the construction costs could change drastically

depending upon how far a freehold is from the rest of civilization and what materials are available in the area, the following sample costs will provide a baseline:

### Stronghold Structure Costs

Barbican (gatehouse, 2 small towers, and a drawbridge)	38,000gp
Battlement (100' long, crenellated parapets)	500gp
Building, stone (20' high, 30' square, wood doors, floors, roof, stairs)*	3,000gp
Building, wood (20' high, 30' square, wood doors, floors, roof, stairs)*	1,500gp
Corridor, dungeon (10'x10'x10', hewn stone walls, flagstone floor)	500gp
Drawbridge, wood (10' x 20')	250gp
Gatehouse (20' high, 30' x 20', metal portcullis, wood doors, floors, stairs)	6,500gp
Keep, square (80' high, 60' square, wood doors, floors, stairs)*	75,000gp
Moat, unfilled (100' x 20' x 10' deep)*	400gp
Moat, filled (100' x 20' x 10' deep)*	800gp
Palisade, wood (10' high, 100' long, 1' thick)	125gp
Rampart, earthen (10' high, 100' long, 15' thick)	2,500gp
Tower, small round (30' high, 20' diameter, wood doors, floors, stairs)	15,000gp
Tower, medium round (40' high, 20' diameter, wood doors, floors, stairs)	22,500gp
Tower, large round (40' high, 30' diameter, wood doors, floors, roof, stairs)	30,000gp
Tower, huge round (60' high, 30' diameter, wood doors, floors, roof, stairs)	54,000gp
Wall, stone castle (20' high, 100' long, 10' thick)	5,000gp
Wall, stone castle (30' high, 100' long, 10' thick)	7,500gp
Wall, stone castle (40' high, 100' long, 10' thick)	12,500gp
Wall, stone castle (50' high, 100' long, 10' thick)	17,500gp
Wall, stone castle (60' high, 100' long, 10' thick)	22,500gp

*\*The dimensions of these constructions can be altered as long as the square footage remains the same.*

In addition to the building costs, the character will need to hire at least one engineer (250gp/month) per 100,000gp cost of the stronghold. The time required to construct a stronghold depends entirely on its total price. For every 500gp it will take one day of game time. The construction time can be reduced by 25% by paying 50% additional construction costs, or reduced by 50% by paying 100% additional construction costs. The construction time cannot be reduced by more than 50%.





## MAGICAL RESEARCH

As described in their class descriptions, spell casters are able to research new spells and create magic items. These are expensive procedures which often do not succeed.

All magical research requires a magic research skill roll of some type to succeed. This throw is a Secondary MIND Skill Roll unless otherwise listed. An unmodified die roll of 1-3 is always a failure when conducting magical research, however. When a magic research throw fails, the time and money spent on the research is lost. In addition, any precious materials or special components (described below) are consumed.

### Researching Spells

**Researching Known Spells:** A spellcaster of 5th level or higher may use spell research to gain access to spells on the standard Microlite81 spell list that he does not have access to from scrolls, spell books, or (if a divine spellcaster) his deity. Spell research costs 1,000gp, and takes two weeks of research, per level of the spell. Spell research requires a magic research throw versus a DC equal to 12 plus twice the level of the spell being researched. **EXAMPLE:** Riddle is an 11th level mage with a MIND of 15 researching a 4th level spell. It will take 8 weeks and cost 4,000gp, and require a Secondary MIND Skill Roll versus a DC of 20 to succeed.

**Researching New Spells:** A spellcaster may also use spell research to create a new spell not on the standard spell lists. The spellcaster must describe in detail the kind of spell he wants to create, and the effects it will have. The GM will then determine if the spell can be created, and if so what the spell level will be. The spellcaster must be capable of casting spells of the spell level the potential new spell will be; otherwise he must

wait until he attains a high enough level to research and cast the spell. Spell research costs 1,000gp, and takes two weeks of research, per level of the spell. A magic research roll is required for success versus a DC equal to 12 plus three times the level of the spell being researched.

**Identifying Magic Items:** Spell research can also identify the properties of a magic item. It takes 1,000gp and two weeks of research to identify a magic item, and a magic research throw (A is required). The required DC is determined by how common the GM rules the magic item is: Common, DC 14; Uncommon, DC 17; Rare, DC 20; Very Rare, DC 24; Artifact/Unique, DC 30 (or higher).

A mage or other arcane caster can only research a spell if he can still learn spells of that level. A cleric or other divine caster can only research a spell with the permission of his deity (GM's discretion). The deity will usually remove a spell of the same level from the cleric's spell list in exchange for granting the new spell.

**Libraries:** To research a spell, a spellcaster must have access to a library. Wizard's guilds and major temples often will provide their mages and clerics access to such a library. If a spellcaster wishes to compile his own library, a minimum of 4,000gp must be invested to allow research on 1st level spells. For each subsequent spell level to be researched, another 2,000gp must be invested. Having an exceptionally large library aids research. For every 10,000gp of value above the minimum required for the spell, the spellcaster receives a +1 bonus on his magic research throw (up to a maximum +3 bonus).

Every time a wizard successfully researches a spell, 10% of the gold spent for that effect is added to his library value, reflecting the value of notes and annotations made during research. Authoritative tomes or rare books found as treasure might provide an additional bonus to research specific spells or types of spells.

### Creating Magic Items

Starting at 5th level, spellcasters may begin to scribe scrolls and brew potions. At 9th level, they may begin to make other types of magic items, such as rods, rings, swords, and other items. An arcane spellcaster may never create magic items that are exclusive to divine spellcasters. A divine spellcaster may make any item his class is eligible to use.

In order to create a magic item, the spellcaster must know the spell(s) that replicate the magic item's effect, or must find a sample or formula of the item. If a magic item's effect does not compare to any existing spell, the spellcaster must either research a new spell that will produce the desired effect, or he must find a sample or formula of the item.

**Cost and Time:** The base cost and time required to create a magic item is listed on the Magic Item Creation tables.

**Magic Research Roll:** Creating a magic item requires a magic research roll for success versus a DC equal to 12 plus three times the level of the spell needed to create the effect being enchanted. If multiple effects are being enchanted, each must be rolled separately. A +1 item bonus is considered a 1st level spell, a +2 item bonus is considered a single 3rd level spell, and a +3 item bonus is considered a single 6th level spell.

**Formulas and Samples:** A formula is a magical "recipe" for the creation of an item. A spellcaster automatically has a formula for any magic item he has previously created. Formulas may also be found as treasure. A sample is simply an existing magic item that is available to the spellcaster while he is working.

There are three advantages to having a formula or sample:

- 1) It enables the spellcaster to create a magic item without having to learn or invent the spells imbued in the item.
- 2) It reduces the cost and time to make the item by 50%.



3) The DC for the magic research roll is 12 plus two times the level of the spell needed to create the effect (instead of the standard plus three times the level of the spell needed to create the effect).

**Precious Materials:** Rare woods, noble metals, such as silver, gold, and platinum, and precious gems, such as rubies and diamonds, retain magic better than common woods, crude metals, or simple stone. Using precious materials can thus improve the chances of success of creating a magic item. For every 10,000gp of value in gems, jewelry, precious metals, and rare or elaborately carved woods added, the spellcaster receives a +1 bonus on his magic research throw. A character may not spend more on precious materials than the base cost of the item.

**Special Components:** Creating magic items requires special components for each spell effect in the item. Components are usually organs or blood from one or more monsters with a total XP value equal to the gp cost of the research. The cost of any special components is in addition to the base cost of the research. If a character does not have a formula when he begins creating the item, he will not learn the special components until the work is 50% complete. The GM will determine the specific components required for each item. Different formulas for the same item may require different components. For instance, one formula for a wand of fireball might require the fangs of 20 hellhounds, while another formula for a wand of fireball might require the ichor of four efreet.

**Workshops:** Just as a spellcaster needs a library to research spells, he needs a workshop in order to create magic items. Wizard's guilds and major temples often will provide their mages and clerics access to a workshop. If a spellcaster wishes to build his own workshop, a minimum of 4,000gp must be invested to allow creation of 1st level spell effects or item bonuses. For each subsequent spell level or bonus, another 2,000gp must be invested. Having an exceptionally valuable workshop aids item creation. For every 10,000gp of value above the minimum required for the spell, the spellcaster receives a +1 bonus on his magic research throw (up to a maximum +3 bonus).

#### Magic Item Creation: Base Cost

Item Type	Base Cost
One Use Effect	500gp x spell level
Charged Effect	500gp x spell level x charges*
Permanent Effect, Unlimited Use	500gp x spell level x 50
Permanent Effect, Use 1/turn	500gp x spell level x 33
Permanent Effect, Use 1/3 turns	500gp x spell level x 25
Permanent Effect, Use 1/hour	500gp x spell level x 16
Permanent Effect, Use 3/day	500gp x spell level x 12
Permanent Effect, Use 1/day	500gp x spell level x 10
Permanent Effect, Use 1/week	500gp x spell level x 6
Magical Weapon +1	5,000gp**
Incr bonus from +1 to +2	+10,000gp**
Incr bonus from +2 to +3	+20,000gp**
Magical Armor +1	5,000gp**
Incr bonus from +1 to +2	+10,000gp**
Incr bonus from +2 to +3	+20,000gp**

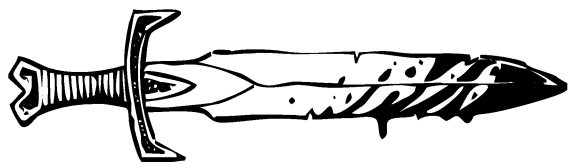
#### Magic Item Creation: Time Cost

Item Type	Time
One Use Effect	1 week x spell level
Charged Effect	2 days x spell level x charges
Permanent Effect, Unlimited Use	100 days x spell level
Permanent Effect, Use 1/turn	80 days x spell level
Permanent Effect, Use 1/3 turns	70 days x spell level
Permanent Effect, Use 1/hour	60 days x spell level
Permanent Effect, Use 3/day	50 days x spell level
Permanent Effect, Use 1/day	40 days x spell level
Permanent Effect, Use 1/wk	30 days x spell level
Magical Weapon +1	1 month x WBC / 10***
Incr bonus from +1 to +2	+1 month x WBC / 10***
Incr bonus from +2 to +3	+1 month x WBC / 10***
Magical Armor +1	1 month x Armor Class
Incr bonus from +1 to +2	+1 month
Incr bonus from +2 to +3	+1 month

\* If a charged item has multiple spell effects powered by the same charges, use the base cost and time for the highest level spell effect, plus half the base cost and time for each other spell effect. The minimum time to create a charged item is never less than 1 week per spell level of the highest level effect.

\*\* If the weapon or armor has a bonus that is restricted to a particular class or type of opponents, the extra bonus is half price. If the weapon or armor is enchanted with spell-like effects, the spell-like effects are enchanted separately using the cost and time for charged or permanent effects.

\*\*\*"WBC" = Weapon Base Cost. Arrows, bolts, and sling stones are enchanted in bundles of 20 at a base cost of 10gp.





# OPTIONAL RULES

The following rules are optional. The GM decides if they will be used.

## Minor Optional Rules

**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.

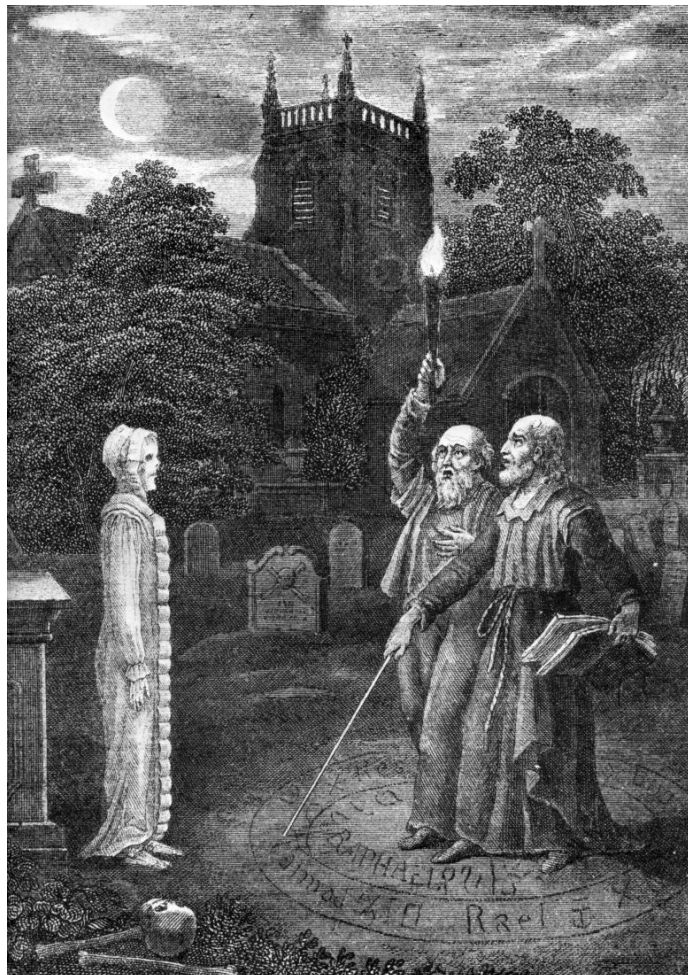
**Individual Initiative:** Roll d20 + DEX bonus for initiative order each combat round. Use Hit Dice/2 instead of DEX for monsters. Characters and monsters act in Initiative order, from high to low. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

**Climbing On Enemies:** Instead of attempting to grapple with a much larger enemy, a character may choose to attempt to climb up its body. While you are clinging to your opponent, you get a +2 bonus to all attacks made against it, and in most cases the only attack it can safely make against you is to attempt to shake or throw you off. In this event, make a reflex save to hang on. If you fail, you take falling damage appropriate to the height you fell from or distance you were thrown. At the GM's option, particularly huge monsters might offer a larger bonus in exchange for additional climbing. Large enough monsters that are possessed of hands, tentacles or other highly dextrous structures, might instead be able to grab and squeeze a creature that attempts to climb them, dealing an appropriate amount of automatic damage.

**Contest of Skills:** A contest of skills is handled similar to combat, except the opponents aren't trying to kill one another; they are trying to defeat their opponent with their skills. Like in a combat, opponents in a contest of skills make an initiative roll for each round to determine who "attacks" first in the round. Instead of making a roll of attack bonus vs. Armor Class, each contestant makes the appropriate skill roll based on his class and background. If the attacker's result is equal or higher than the defender's result, he causes "skill damage" equal to 1d6 + stat bonus of the stat used by the skill. Skill Damage is removed from a set of Contest Points. At the beginning of the contest, each contestant's Contest Points which are set equal to the score of the stat used by the skill plus the character's level. When a character's Contest Points fall to 0 (zero) or less, the contest of skills is over, and the loser is defeated (knocked unconscious, humiliated, loses the bet, etc.). Contest Points cannot normally be increased during a Contest of Skills – unless someone successfully cheats.

**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 his 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.

**Complex Turn Undead:** The standard system for turning undead is simply but does not give the same odds of turning as 0e. To get closer to the 0e odds you can use this more complex system. Roll 2d6 and add twice the difference between the Cleric's Level and the Undead's Hit Dice [ $2 * (CL - UHD)$ ]. A roll of 9 or higher turns 2d6 undead. Automatically turn 2d6 undead if the modifier is +4 or higher. Automatically destroy 2d6 undead if the modifier is +7 or higher.



**Raise Dead Spell Expansion:** As *Microlite74: Perilous Adventures* does not have clerical spells higher than 5th level, the cleric lacks a way to restore lost limbs or restore levels lost. If the GM wishes high level clerics to have these abilities, the simplest way to add them is to extend the clerical "Raise Dead" spell so it does one of four things when cast (caster's choice): 1) The standard raise dead function as described in the spell description. 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 a single living target of all damage (both hit point and STR damage). The name of the spell could be changed to "Restore Life" if this optional rule is used.

**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.

**Spell Components:** Many spells are greatly facilitated by the odd bit of eye of newt, bat guano and sulphur, glass rods, holy incense or sacred mistletoe. Casting a spell with material components in hand reduces the HP cost of a spell as much again as does having an implement (to a minimum of 2).

Components for a 1st level spell cost 1 GP, for a 2nd level spell cost 5 GP, for a 3rd level spell cost 10 GP, for a 4th level spell cost 25 GP, for a 5th level spell cost 75 GP, and for a 6th level spell cost 250 GP. Some spells have components that cost a lot more, while some have comparatively cheap ones, so treat this amount as a fairly abstracted average.

**Counterspells:** magic-Users have the ability to disrupt the spells of other Magic-Users by attempting to counter the spell. Casters can attempt to counter any type of arcane spell; however they get a -1 penalty when countering spells of a different spell list than the one they use.

The moment that a spell is cast, any magic-user within range (10 feet per level) and who has not yet acted that round may abandon their planned action to try to counter the spell. In order to succeed the countering caster must make a magic attack roll and beat a DC equal to 20 + (spell caster's level) at a cost of 3 + the level of the spell being countered in HP. Before rolling they may choose to use their magical energies to improve their chances of success: for each additional 2 HP spent (for each 3 HP spent if the caster is of a different class), their roll gains +1 bonus.

If a magic-user was casting a spell and stops doing so to counter a spell, the effect is the same as if the caster were hit in combat.

## Unusual Weapons

These are weapons that due to their distinctive special properties are worthy of a few notes by way of explanation

**Blackjack** (3 GP, Light/1d3 damage): A blackjack only deals HP damage, never BP damage (for monsters without BP, being brought to 0 HP by an attacker with a blackjack causes unconsciousness, not death). If a thief or assassin gets a successful sneak attack with a blackjack to a target not wearing a helmet, it deals 1d8 damage instead.

**Bola** (3 GP, Light/1d4 damage range 25 feet): When throwing a bolas a character can elect to take a -1 penalty to attack and forgo damage in order to trip up or entangle an opponent (as if in a net). Bolas and lassos can be used in conjunction with a net, each additional entanglement imposes a -2 penalty on attempts to break free. Most bolas cannot be used this way on a creature much larger than a horse or smallish bear.

**Boomerang** (2 GP light/1d4 damage range 20 ft): A boomerang returns to the spot it was thrown just before the start of the thrower's next turn if the attack misses. Magical boomerangs return specifically to the thrower even if he moved, and even if the attack hit. By taking a -2 penalty to hit, a character can throw the boomerang to hit on the return, thus preventing the target from protecting itself by hiding behind cover. In order to do this it must be able to go out to its full range

**Garrotte** (2 GP Light special): If a Thief or Assassin successfully sneak attacks with a garrotte, she and the opponent she attacked are considered to be grappling, and she deals an automatic 3d4 damage per round for as long as she can hang on. Any other character can try if they have surprise, but will only deal 1d2 damage per round due to inexperience with strangling. A garrotte is otherwise pretty much useless except in an ambush. Most garrottes are not long enough to fit around the throat of creatures larger than an ogre.

**Hook** (10 GP, Light/1d4 damage): A hook installed to replace a missing hand functions in all respects as a dagger, but cannot be thrown. Tasks requiring manual dexterity using the hook hand are made at a -3 penalty due to the lack of articulated fingers.

**Lasso** (1 GP, no damage, range 25 feet): A lasso can be used to trip or entangle as a net. Lassos cost twice as much as would be expected for a rope of similar length because they are lacquered to remain stiff so the loop cannot accidentally close. A lasso can be used in an attempt at strangulation the same as a garrotte from surprise or as a sneak attack with a range of 10 feet, but because it is neither as hard nor as thin as a garrotte only deals 1d6 strangulation damage per round. Bolas and lassos can be used in conjunction with a net, each additional entanglement imposes a -2 penalty on attempts to break free. A rope can be used as a lasso but unless it is stiffened, the loop has a 2 in 6

chance of closing in mid-air, causing it to automatically miss. A lasso can fit around an opponent as large as an ogre, or potentially even bigger if its loop is expanded (reducing its range accordingly).

**Nets** (1 GP, no damage, range 15 feet): Attacking with a net always takes a -2 penalty because they're inherently pretty ungainly to throw. If it hits the target is entangled and is treated as if grappled in all respects (but his attacker is not) for as long as the attacker holds onto the line. A net is big enough to entangle even big creatures (a hill giant or smallish dragon is around the upper limit), smaller man-sized ones can be purchased for 5 GP. Multiple nets, lassos, or bolas could be used in concert to collectively try to restrain a particularly big creature.

## Weapon Mastery

There are three levels of Weapon Mastery: Good at (a specific weapon), Expert at (a specific weapon) and Master at (a specific weapon). Naturally you have to already be "good at" a specific weapon before you can become "expert at" that specific weapon and you have to be "expert at" a specific weapon before you can become "master at" that specific weapon.

Fighters select a Weapon Mastery at 1st level and all odd-numbered levels. Other classes can only gain a level of Weapon Mastery by selecting it in place of a regular talent at even-numbered levels.

Only Fighter can reach the "Master at" level. Magic-Users can only reach the "Good at" level. No character can take a level of Weapon Mastery in a weapon he is unable to use because of class restrictions.

The effects of each level of Weapon Mastery are as follows:

*Good at [Specific Weapon]:* +2 to hit when wielding this specific weapon. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. (Arcane Casters are only +1 to hit.)

*Expert at [Specific Weapon]:* +2 to hit when wielding this specific weapon. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. Add +1 to damage for every two points you beat the number you need to hit on your attack roll. Critical Hit on a natural 19 or 20. Can hit beings that require a silver weapon to hit with a normal weapon.

*Master at [Specific Weapon]:* +3 to hit when wielding this specific weapon. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. Add +1 to damage for every point you beat the number you need to hit on your attack roll. Critical Hit on a natural 18, 19, or 20. Critical hit does double normal body damage (or adds an extra die of damage on targets without body points). Can hit beings that require a silver or a magical weapon to hit with a normal weapon.

Specific Weapon means just at one specific type of weapon: a dagger, a short sword, a longbow, a sling, etc.

Fighters may instead elect to take Weapon Mastery in an entire class of weapons (one-handed swords, bows, thrown weapons, pole arms, etc.). The effects of Weapon Mastery for an entire class of weapons are less than for a specific weapon as shown below:

*Good at [Weapon Class]:* +1 to hit when wielding weapons of this general type.

*Expert at [Weapon Class]:* +1 to hit when wielding weapons of this general type. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc.

*Master at [Weapon Class]:* +1 to hit when wielding weapons of this general type. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. Add +1 to damage for every two points you beat the number you need to hit on your attack roll. Critical Hit on a natural 19 or 20.

**GM Notes:** Some groups really consider the fighting classes (especially the fighter) to be underpowered for one reason or another. Weapon mastery is a way to power up fighting classes. While it will not break the game, it does change the "balance of power" between the classes.

## Item Saving Throws

When characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or a fire ball spell, some or all of their items may be destroyed. A GM using this optional rule may use either of the following methods to determine what items are destroyed:

**Method 1:** Whenever characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or the spell fire ball, all ordinary possessions on a character's body should be considered destroyed. Magical items may not be destroyed, and are allowed saving throws of the appropriate type for the attack based on the character's saving throw. Items that have bonuses will receive an equal bonus on the saving throw. For instance, a +1 dagger receives a bonus of +1 to the roll.

**Method 2:** Make a roll in the kind of situation mentioned above, as well as in situations when items are exposed to crushing damage (from falls), acid, or any other event that could feasibly destroy them. The GM will roll either 1d4 or 1d6, depending on the severity of the situation. Magic items have a chance of surviving based on their relative power. For instance, a +2 shield would survive on a roll of 1-2 on a d4 or d6. Items for which "pluses" do not apply can be assigned a number between 1 and 3. Scrolls and potions may survive on a roll of 1 on a d4 or d6, a staff or wand may survive on a roll of 1-2; any other items such as rings, rods, and other miscellaneous magical items are more durable and survive on a roll of 1-3. If an item which has "pluses" is damaged, it may not be destroyed outright, but may lose one "plus." Thus, a +2 shield becomes a +1 shield on a failed saving throw roll.

**Modifiers:** The GM should apply bonuses or penalties depending on the situation. If an attempt is made to intentionally damage an item, there may be a penalty of 2 to the roll. Bonuses may apply if an item is well protected. No penalty or bonus should be more than 2.

**GM Notes:** Item saving throws are optional because they were a very unpopular part of 1e. However, without them, items tend to survive everything up to and including direct hits from fireballs and lightning bolts.

## Action Points

All characters receive 1 action point at level 2 and another at even numbered level thereafter. Actions points may be used to simulate a heroic effort by a character or to simulate a lucky break. Action Points recover 1 per week 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. Optional: Spending three action points on heroic effort allows the player to roll 2d6 instead of 1d6. Spending six action points on heroic effort allows the player to roll 3d6 instead of 1d6.

**Luck:** Spending one action point for luck will cause a minor bit of good luck to come the character's way. Spending two 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:** Spending one action point allows the character to recover half his lost hit points instantly. This counts as an action.

**Strike Now:** Spending one action point allows the character to take his action right now instead of waiting for his normal strike speed position to come up. This cannot be used if the character has taken a defensive Combat Stance for the round (Full Defense or Active Defense).

**Try Again:** Spending two action points allows the character to try any roll again that he has failed. The character must abide by the result of the second roll even if it is worse than the first roll.

**GM Notes:** Action points are a way for players to avoid or lessen the effects of truly disastrous die rolls at critical points or to have something lucky/helpful happen by "chance." While some think they go against the "let the dice fall where they may" old school attitude (and to some extent they do), in reality they turn out to be just another very limited resource for players to manage, which is a very old school thing. If your players complain about bad rolls to the point they are annoyed with the game, adding action points might be something to consider.

## Fame

A side-effect of adventuring is Fame: other people may recognize the character, even if he would rather not be recognized. Fame is rated from 0 to 10.

**Gaining Fame:** All character start with a Fame (FAM) of 0 and FAM never goes higher than 10. Each time a character goes on an adventure, the character adds 1 to his Adventure Total. When his Adventure Total is equal to (or greater than) his current FAM +1, he rolls a d20 at the end of the adventure. If the roll is higher than his current FAM, his FAM increases by 1 and his Adventure Total is reset to zero.

**Using Fame:** Famous people might be recognized by others who see them, even if they do not wish to be. When the GM thinks a character might be recognized by a stranger, he rolls a D20. If the result is less than or equal to the character's Fame, the stranger correctly recognizes the character. If the character is disguised, the character will not be recognized. Characters who wish to be recognized may drop their name or the like and force a Fame roll.

**Effects of Fame:** Reaction to being recognized will vary depending on what the character has done. A mass murderer who is recognized will get a much different reaction than the famous general who saved the country from invasion, for example. If a character has been recognized, the GM may adjust NPC reactions accordingly.



**GM Notes:** Fame is an abstract way to track how “important” player characters are in the campaign. You may want to modify how Fame is gained and used based on the needs of your campaign. NPCs can also be assigned Fame. If characters recognize them, they should be told a bit about them as the NPC’s fame means that his life is not as private as he might like.

## Sanity

All character start with a Sanity (SAN) of 0. To make a SAN roll, roll d20 + Mind bonus. If the result is greater than the character’s current SAN, the roll is successful. If the roll is failed, the character suffers some type of overwhelming fear or temporary insanity. When characters see or experience something mind-shattering, their SAN may increase. For a mild experience, roll 1d2-1 and add the result to the character’s SAN. For a major experience, roll 1d3-1 and add the result to the character’s SAN. For a truly terrible experience (like encountering terrible deities of madness), roll 1d4-1 and add the result to the character’s SAN. If a character’s SAN total ever surpasses 20 + MIND bonus, the character is totally and permanently insane (and becomes an NPC). Small SAN reductions can come from defeating SAN roll causing situations or from special spells and/or rituals.

**GM Notes:** Sanity is generally only included in campaigns which feature eldritch horrors whose mere existence can warp the mind.

## Deities and Divine Intervention

Characters will find it helpful to follow one of the gods. Although Clerics, Druids, and Paladins have special access to the deities, other classes may receive advice and assistance at times as well. A character may select any deity (or pantheon in some campaigns) to follow from the campaign allowed by the GM.

**Divine Intervention:** Deities will occasionally assist their followers when petitioned for aid. There is a chance of angering the deity and a strong possibility that the deity will not deign to take an interest in mortal affairs at that time. The petitioner may thus receive aid, suffer harm, or get no response at all. Petitioning for divine intervention more often than once a week results in automatic retribution.

Petitioning for divine intervention can be done at any time provided the character is capable of thought. A d100 roll on the appropriate table using the column for the characters level below will determine the result. Clerics, Druids, and Paladins add 5 to their level before consulting the chart.

### Greater Deity

Result	1-5	6-10	11-15	16-20	21+
<b>Retribution</b>	01-80	01-70	01-60	01-50	01-40
<b>No Effect</b>	81-95	71-90	61-85	51-80	41-70
<b>Intervention</b>	96-00	91-00	86-00	81-00	71-00

### Major Deity

Result	1-5	6-10	11-15	16-20	21+
<b>Retribution</b>	01-70	01-60	01-40	01-30	01-20
<b>No Effect</b>	81-90	61-80	41-70	31-60	21-50
<b>Intervention</b>	91-00	81-00	71-00	61-00	51-00

### Minor Deity

Result	1-5	6-10	11-15	16-20	21+
<b>Retribution</b>	01-60	01-40	01-30	01-20	01-15
<b>No Effect</b>	61-85	41-75	31-65	11-55	16-45
<b>Intervention</b>	86-00	76-00	66-00	56-00	46-00

### Demi-God

Result	1-5	6-10	11-15	16-20	21+
<b>Retribution</b>	01-50	01-30	01-20	01-10	01-05
<b>No Effect</b>	51-80	31-65	11-55	11-45	06-35
<b>Intervention</b>	81-00	66-00	56-00	46-00	36-00

Characters may make an offering to their deity before rolling for divine intervention. All offerings must be in the possession of

the petitioner at the time of the request (deities do not accept IOUs). This table lists the die roll modifier for various types of offerings:

Offering	Die Roll Modifier
<b>Treasure (1000gp)</b>	+1
<b>Each Potion</b>	+2
<b>Magic Weapon/Armor</b>	+Bonus
<b>Magic Scroll (per spell)</b>	+2
<b>Magic Ring, wand, or rod</b>	+5
<b>Magic Staff</b>	+10
<b>Miscellaneous Magic item</b>	+10
<b>Minor Artifact</b>	+15
<b>Minor Artifact</b>	+25
<b>Accept Minor Quest</b>	+10
<b>Accept Major Quest</b>	+20
<b>Intelligent Being Sacrificed</b>	+Level or HD

Only evil deities accept the sacrifice of intelligent beings. A minor quest will take 4 to 8 months. A major quest will take 1 to 3 years. The quest will be imposed by the deity (and need not involve actual questing).

There is an additional modifier of -15 if the character does not regularly donate at least 10% of income to the deity’s temple. Characters who ignore their deity except when in need of help suffer a die roll modifier of -10 to -30 as determined by the GM.

If the result is intervention, the deity will do the minimum needed to answer the request. For Demi-Gods, the maximum would be about the ability of a limited wish spell. For Minor Deities, the maximum would be about the power of a single wish spell. For Major Deities, the maximum would be about the about ability of several wish spells. There is no effective limit for what Greater Deities can do.

If the result is retribution, the petitioner takes his level in D6 of damage (plus Body Point damage equal to the character’s level if Body Points are being used).

**Conversion (Optional):** Characters may not willingly change their allegiance to another deity/pantheon except at a full temple of the new deity and then only with a favorable reaction roll from the new deity’s priests (large donations to the temple will give favorable modifications to the roll). Lay people accepted by a new god must spend 1d4 weeks (at their own expense) at the temple learning the basic rituals and dogma of their new faith before they can receive any benefits from that faith. Clerics and Druids must spend 1d6 months (plus their level in weeks) in such study before they can cast divine spells above 2nd level again. Druids can only convert to another nature deity.

**Spell Level Availability (Optional):** A character’s deity may limit the level of Divine Spells the character may cast. If the character’s deity is a Demi-God, the maximum level of Divine Spells the character has access to is 5th level. If the character’s deity is a Minor Deity, the maximum level of Divine Spells the character has access to is 6th level. If the character’s deity is a Major or Greater Deity, the maximum level of Divine Spells the character has access to is 7th level.

**Special Spells by Deity (Optional):** Deities may not offer all of the standard Divine Spells (Cleric) to their clerics. They may simply not provide some of the standard spells, substitute special spells for some of the standard spells, or even add additional spells to the standard spells.

**GM Notes:** Divine Intervention gives characters an expensive way to try to get themselves out of extremely bad situations by praying for a miracle. It doesn’t work all that often (especially for lower level characters), but when it does it is often a memorable moment in the campaign. Note that successful divine intervention need not be splashy and obviously “deities acting in the world” if that is not suitable for the campaign. The spell options allow easy customization of deities so that each deity has a somewhat unique list of spells. The optional conversion rules make it easy to stop characters from switching deities depending on their current needs.

## Advantages and Disadvantages

Many players like to have characters that are mechanically different from other characters of their class. Backgrounds help provide this, but some campaigns may need more. Characters in such campaigns may be created with advantages and disadvantages that adjust the character's Experience Base. All advantages and disadvantages selected for a specific character must be approved by the GM as suitable the campaign, the style of play, and the specific character. Things that any characters should be able to try to do should never be allowed as advantages. The following are example advantages and disadvantages that may be used. These are only examples, you may wish to remove some of the ones listed that do not fit your campaign or style of play and/or add new ones tailored to your campaign.

**Advantages:** The following special abilities increase a character's abilities and powers at the cost of increasing the number of experience points a character needs to advance.

*Alchemy:* Alchemists can create potions with the effect of Arcane Spells. With access to water, ingredients (5 gp per use per Spell Level), and a successful roll of 1d20 + Magic Attack Bonus vs. a DC of 10 + (3 x Spell Level), an Alchemist can create potions for spells of a Spell Level up to 1/2 the Alchemist's Level (round up). Potions take 30 minutes per spell level to brew. These potions can be used up to 24 hours after their creation; creating a potion with no expiration adds (2 x Spell Level) to the DC. Each potion after the first created in a day adds +2 to the DC. Experience base modifier of +10.

*Ambidextrous:* Characters are normally considered to be right or left-handed. Ambidextrous characters can use both hands equally well, even at the same time. Experience base modifier of +1.

*Danger Sense:* The character has a sixth sense for danger. For an Experience Base modifier of +2, he can never be surprised.

*Direction Sense:* For an Experience Base modifier of +1, a character always knows which direction is which (e.g. which way is north). For an Experience Base modifier of +3, a character not only always knows which direction is which but can always retrace his path (e.g. return the way he came in in a maze).

*Former Magic-User Apprentice:* The character began training as a Magic-User or Illusionist but did not complete it. The character has the Magic-User special abilities (Arcane Blast and Minor Magic) but at a cost of 3 HP per use. He can create the needed wand, but doing so takes a full week instead of a few hours. If the ritual rules are used, the character can cast first and second level spells as rituals provided he has a readable written copy of the spell ritual. Experience Base modifier of +7.

*Herbalism:* Herbalists are familiar with the magical methods of selecting and preparing herbal elixirs, poultices, etc. with the effects of divine healing spells (effect level is listed in parenthesis): Cure Light Wounds (1), Gentle Repose (2), Cure Blindness (3), Cure Deafness (3), Cure Disease (3), Cure Serious Wounds (4), Neutralize Poison (5), Restoration (7). Successful creation requires access to water, ingredients (5 gp per use per effect level), and a successful roll of 1d20 + Magic Attack Bonus vs. a DC of 10 + (3 x Spell Level). Effects equal to 1/2 the herbalist's level (round up) can be created. Herbal creations may be used up to 24 hours after creation. Herbal creations affecting disease or poison must be created for a specific disease or poison. Experience base modifier of +7.

*Photographic Memory:* For an Experience Base modifier of +1, a character may remember details most would forget on a successful WIL save. For an Experience Base modifier of +3, a character can remember everything with true photographic detail on a successful WIL save.

**Disadvantages:** The following major hindrances to a character decrease the number of experience points a character needs to advance. However, the character's Experience Base can never

go below 50% of his Experience Base without any disadvantages.

*Frail:* Character is unhealthy and weak of frame, subtracting 1 from the number of hit points gained at each level (minimum 0). Experience Base modifier of -1.

*Hunted by Enemies:* The character is hunted by some powerful person or group who want to do them ill. The Experience Base modifier is the total of the modifier for the hunter's power and how often the enemy has a hand in the character's adventures. Power: slightly more powerful than character -0; much more powerful -2; extremely powerful -4. Frequency: 20% of game sessions -1; 40% of game sessions -2; 60% of game sessions -3.

*Low Self-Esteem:* Character has little self-confidence or self-worth, taking a -3 penalty on Presence saves. Experience Base modifier of -1.

*Meager Fortitude:* Character is sickly and weak of stomach, taking a -3 penalty on Fortitude saves. Experience Base modifier of -1.

*Noncombatant:* Character is relatively inept at melee combat; take a -2 penalty on all melee attack rolls. Experience Base modifier of -1.

*Phobia:* The character has a fear so strong it can overwhelm him. Mild phobias can be temporarily overcome with a MIND save. Severe phobias cannot be overcome. The Experience Base modifier is determined by how common the object of the fear is and the severity. Type of fear: Rare object/situation: -1; Uncommon object/situation: -2; Common object/situation: -3. Severity of Fear: Mild Fear: 1x; Severe fear: 2x.

*Poor Reflexes:* Character zigs when he should zag, taking a -3 penalty on Reflex saves. Experience Base modifier of -1.

*Shaky:* Character is relatively poor at ranged combat, taking a -2 penalty on all ranged attack rolls. Experience Base modifier of -1.

*Unlucky:* Your character just has bad luck, usually at the worst possible time. The GM will arbitrarily make something go wrong for the character each game session. This bad luck cannot kill the character outright, but just about anything else goes. Experience Base modifier of -3.

*Unreactive:* Character is slow to react to danger, taking a -4 penalty on initiative checks. Experience Base modifier of -1.

*Vow:* Your character has sworn an oath to do or not do something. The number of points it is worth is based on the amount of inconvenience the GM thinks it will cause the character during an average game session. Characters who break their vow during a session receive no XP for the session. Minor inconvenience: -1; Major inconvenience: -2; Great inconvenience: -3.

*Vulnerable:* Character is not good at defending himself, taking a -1 penalty to Armor Class. Experience Base modifier of -1.

*Weak Will:* Character is highly suggestible and easily duped; taking a -3 penalty on Will saves. Experience Base modifier: -1.

**GM Notes:** GMs should think carefully before allowing Advantages and Disadvantages into their game. While they can be a great way to create a special character, they can be a pain in play. This is especially true for disadvantages like "Hunted by Enemies" that actually create more work for the GM. If you decide to allow them, you need to carefully look over characters that use them to be sure that those taken actually make sense for the player's character concept and aren't just being used to min-max the character.

## Psionics

Psionics are mental powers which aren't magic but sometimes duplicate magical abilities. If psionics are used in a campaign, any highly intelligent being has a slight change of being psionic.

**Creating Psionic Characters:** Characters should check for psionics ability at character creation. Roll a d20 and add MIND bonus. On a roll of 21 or higher, the character may opt to have psionics abilities that will manifest as the character go up levels. If the roll is successful and the player opts for the character for the character to have psionics, roll 2d6. The result is the maximum number of psionic abilities the character will manifest. This number is immediately added to the character's Experience Base.

**Manifesting Psionic Abilities:** At character creation and every time a psionic character goes up a level, the character rolls to see if a new psionic ability manifests. Roll 1d20 + MIND bonus against a DC of (21 – the maximum number of psionic abilities the character may manifest). On a successful roll, the character manifests a new psionic ability. Roll on the Psionic Ability Table below to determine the new ability. Reroll if the character already has the ability rolled.

**Manifesting Psionic Attack and Defense Modes:** Psionic characters manifest psionic attack and defense modes as they gain psionic abilities. Specific modes manifest as the character manifests a specific number of abilities. See Psionic Combat below for more information.

Number of Psionic Abilities Manifested	Attack Mode Manifested	Defense Mode Manifested
1	Mind Thrust	Thought Shield
2		Mind Blank
3	Ego Whip	
4		Mental Barrier
5	Psionic Blast	
6		Intellect Fortress
7	Id Insinuation	
8		Tower of Iron Will
9	Psychic Crush	

**Using Psionic Abilities:** Using a psionic ability is an action. Successful use requires a 1d20 + MIND Bonus + Level/2 versus the DC given in the ability description. Certain abilities also cost HP (even if the attempt is unsuccessful). The power of many psionic abilities is determined by the Ability Level of the specific psionic ability. This is the number of levels the character has possessed the specific ability. Simply recording the character's level when he gets the ability will make calculating this easy.

**Psionic Abilities:** The following psionic abilities may manifest. Which abilities manifest should be determined randomly. The GM is free to create other abilities.

Roll	Psionic Ability	Roll	Psionic Ability
1	Animal Telepathy	13	Etherealness
2	Astral Projection	14	Healing Trance
3	Aura Alteration	15	Invisibility
4	Body Control	16	Levitation
5	Body Equilibrium	17	Mind over Body
6	Clairaudience	18	Precognition
7	Clairvoyance	19	Psychic Surgery
8	Dimension Door	20	Shape Alteration
9	Domination	21	Telekinesis
10	Empathic Projection	22	Telepathy
11	Empathy	23	Teleportation
12	ESP	24	Suspend Animation

**Animal Telepathy:** Character can establish 2-way mental communication with an animal. DC is 12. HP Cost is 1 HP per minute. Level of communication depends on the intelligence of the target. Does not require target to obey or be helpful.

**Astral Projection:** Character can enter a trance and project himself into the Astral Plane. This works like the Astral Spell

except that speed of travel and other effects depend on Ability Level. DC is 15. HP Cost is 1 HP per 10 minutes.

**Aura Alteration:** Character can alter a target's aura to either to disguise the target's alignment and level, or to remove a compulsion or charm. Disguise has a DC of 15, costs 5 HP, lasts 10 minutes per Ability Level, can make the target appear as any desired alignment and can modify the character's apparent level by up to Ability Level levels. Removing a charm, compulsion, or curse costs 10 HP and grants the target another saving roll.

**Body Control:** Character can adjust his body to exist in unusual conditions (extreme temperatures, hostile/destructive elements like poison gas, water, acid, fire, lava, etc.). DC is 12 for unusual conditions like extreme temperatures, 15 for hostile environments like underwater or lack of good air. 18 for extreme conditions like acids, lava, etc. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

**Body Equilibrium:** Character can adjust his body weight to correspond to the surface he is walking on so as not to sink into water, mud, quicksand, etc. DC is 12. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

**Clairaudience:** Character can hear at a distance (30 feet + Ability Level x 10). DC is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

**Clairvoyance:** Character can see at a distance (30 feet + Ability Level x 10). DC is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

**Dimension Door:** Character can teleport up to Ability Level x 20 feet. DC is 12 is target location visible, 15 otherwise. Costs 5 HP.

**Domination:** Character can force another to do their will. DC to establish is 15 + target's level/hit dice. DC to maintain for another round is 15 + target's level/hit dice. Costs the target's level/hit dice in HP per minute.

**Empathic Projection:** Character projects an emotional state upon targets. This works similar to the Suggestion spell but is limited to suggesting emotions. DC is 12 if touching a single target, 15 otherwise. Range: 30 feet + (Ability Level x 10). Can affect up to Ability Level targets. HP Cost is 3 per target.

**Empathy:** Character senses the emotions/emotional needs of the target(s). DC is 15. Cost: 1 HP per minute if a single target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10).

**ESP:** Character can read the surface thoughts of the target. DC is 10 + target's level/hit dice. Cost: 1 HP per minute if touching target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10). Searching for specific/deeper thoughts adds 5 to the DC (+10 if the target is specifically hiding them) and doubles the HP cost.

**Etherealness:** Character can alter his body vibrations to those of the Ethereal Plane, but is only able to carry Ability Level \* Ability Level pounds of material with him. DC is 12 + 1 per 20 pounds of weight carried. HP Cost: 1 HP per 10 minutes.

**Healing Trance:** Character can go into a trance and heal Body Points quickly. A maximum of one BP per Ability Level can be healed. DC is 10 + number of BP to be healed. Trance lasts a number of hours equal to the BP to be healed, and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

**Invisibility:** Character can turn invisible by making those in range not notice the character. Character cannot attack and maintain invisibility. Range is Ability Level x 10 feet. DC is 12 (or 15 if the targets are highly alert).

**Levitation:** Character can float in the air. DC to float is 12 and it



costs 1 HP per minute. Character can ascend or descend Ability Level feet per minute by making an ability check with a DC of 15. Character can move laterally Ability Level feet per minute by making an ability check with a DC of 18.

**Mind over Body:** Character can suppress bodily needs like food, water, and sleep for two days per Ability Level. Thereafter the character must spend an equal number of days resting before this ability can be used again. No ability check or HP cost.

**Precognition:** Character has a vague sense of the future. While using this power the character cannot be surprised and adds his Ability Level/2 (round up) to initiative, combat rolls, and any other d20 rolls where an ability to know what might happen in the near future would be helpful. DC is 15 and the roll must be made each minute the ability is used. HP cost is 5 HP per minute.

**Psychic Surgery:** Character and target go into a trance to heal target's Body Points quickly. Character must be touching target. A maximum of one BP per Ability Level can be healed. DC is 10 + number of BP to be healed. Trances last a number of hours equal to the BP to be healed and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

**Shape Alteration:** Character can modify his appearance similar to the Polymorph Self spell. DC is 12 to make minor changes to appearance (remaining same species), 15 to make major changes (another species of similar size), and 18 to make more extreme changes. Cost is per hour and is based on type of change: 3 HP for minor changes, 8 HP for major changes, and 15 HP for extreme changes. Maximum duration is Ability Level hours.

**Telekinesis:** Character can move objects up to Ability Level x Ability Level pounds by mental power. DC is 12 (18 if precise control is needed). HP Cost is 3 HP per minute for slow movement, 8 per attack for combat speed movement.

**Telepathy:** Character can establish 2-way mental communication with an intelligent target. DC is 12 if target is willing, 18 otherwise. HP Cost is 1 HP per minute. 1 minute of telepathy allows an information exchange equal to 10 minutes of talking.

**Teleportation:** Character can teleport up to Ability Level \* 100 miles. DC is 12 if the target location is intimately known to character, 18 if the target location is well known, and 24 if the target is only known from a clear description. HP Cost is 15.

**Suspend Animation:** Character can virtually stop all body functions for a predetermined amount of time. Maximum duration is Ability Level x Ability Level weeks. Character will not change during this time. A number of days equal to the number of weeks spend in suspended animation must pass before this ability can be used again. No ability check or HP cost.

**Psionic Combat:** Only psionic characters that have manifested a psionic attack ability can make a psionic attack. Psionic attacks are made at Strike Speed 10 (the same as Glance attacks). The Psionic Attack Roll is 1d20 + MIND bonus + number of psionic abilities manifested. The attack is successful if it is higher than the target's Psionic Armor Class (10 + MIND bonus + armor bonuses from a psionic defense mode).

Psionic attacks do psionic damage (see below for amounts). Tally psionic damage separately. If the total psionic damage ever becomes greater than the character's current hit points, the character falls into a coma and remains in a coma until he has more hit points than psionic damage points and makes a successful WIL save (may be attempted once per hour). With a night's sleep, psionic damage "heals" 1d6 + twice the number of psionic abilities manifested, if any.

**Psionic Defense Modes:** Defense modes increase the character's psionic armor class when in use. Only one mode can be in effect at one time. Thought Shield costs 0 HP to use and gives a +1 bonus to the character's psionic armor class. Mind Blank costs 0 HP to use and gives a +2 bonus to the character's psionic armor



class. Mental Barrier costs 0 HP to use and gives a +4 bonus to the character's psionic armor class. Intellect Fortress costs 2 HP to use and gives a +4 bonus to the psionic armor class of the character and everyone within 10 feet. Tower of Iron Will costs 3 HP to use and gives a +6 bonus to the psionic armor class of the character and everyone within 3 feet.

**Psionic Attack Modes:** Mind Thrust costs 1 HP to use and does 1d8 points of psionic damage. Ego Whip costs 2 HP to use and does 2d6 points of psionic damage and the target must make a WIL save or be stunned for one minute. Psionic Blast costs 4 HP to use and attacks everyone in a conic area in front of the psionic doing 1d6 damage to everyone in the affected area, double damage to those in short range (10'), half damage at long range (30'). One attack roll is made and used against all possible targets. Id Insinuation costs 2 HP to use and does 3d6 psionic damage and the target must save vs. Fear or be affected as a fear spell for 1d6 rounds. Psychic Crush costs 5 HP to use and does 4d6 psionic damage and 2d6 physical (HP) damage.

**GM Notes:** Psionics were one of the least used and poorest described abilities in 0e. While the 0e system can be made to work, it does not work well. This psionics system therefore has been made to have similar abilities and power levels to the 0e psionics system, but the implementation is much different. Few campaigns will need psionics, but the system is here for those (like one of the author's) that do.

## Spirits

Spirits of many types occupy the spirit plane. These spirits can be summoned to the material world and even bound by intelligent material beings. When a spirit is encountered it will generally either attack or flee. If a spirit attacks, the spirit rolls a d20 and adds its power. The material being makes a magic attack roll. The higher roll wins and does the difference between the rolls in spirit damage. Spirit damage reduces a spirit's

power, but just accumulates in a physical being. If the spirit's power reaches zero it loses the combat and may be bound (if the defender wishes and knows how). If the material being takes a total of 20 points of spirit damage from a specific spirit, it is unconscious and may be possessed by the attacking spirit (becoming a NPC until the spirit is exorcised).

Spirits have names, personalities, intelligence, power, and may have special powers that they can manifest if they possess a body or are bound.

Intelligence: 2d6+6  
Power: Weak: 2d6; Average: 2d6+6; Above Average: 2d6+12; Strong: 2d6+18; Powerful: 2d6+24;  
Languages: Spirits know one language for each point of intelligence above 10.

Powers: Spirits may have a number of supernatural powers that they can manifest if they possess a body or can be forced to manifest on command if they are bound. Some spirits may also take physical form to act as combatants in service of their binder. If bound by a spell-caster, their Power points may be used by their binder as HP to cast spells. They regenerate daily.

#### Spirit Powers:

d20 Roll	Number of Powers
1-6	1 lesser
7-10	2 lesser
11-13	2 lesser, 1 greater
14-16	3 lesser
17-18	3 lesser, 1 greater
19	2 greater
20	3 greater

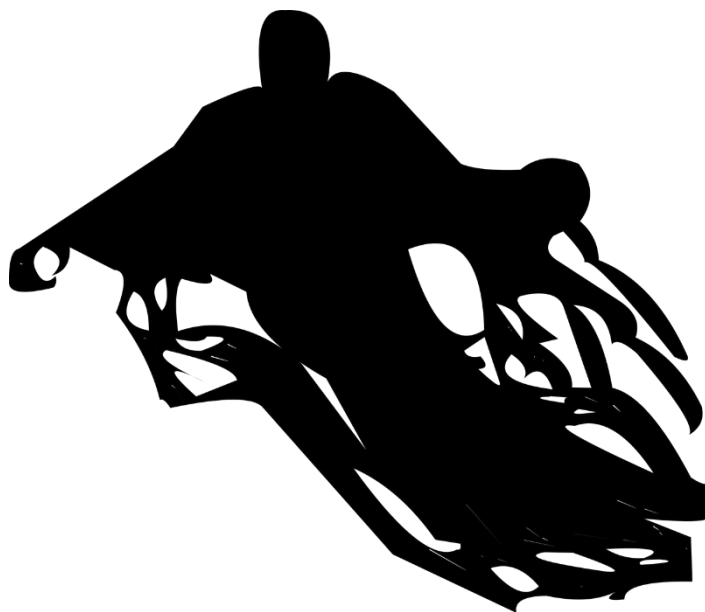
#### Lesser Spirit Powers:

d20 Roll	Power
1-2	Charm Person 1/day
3-4	Crystal Ball 3/day
5-6	Cure Light Wounds 3/day
7-8	Inflict Light Wounds 3/day
9-10	Knock 1/day
11-12	Light or Dark 1/day
13-14	Telekinesis, 10 pounds, 3/day
15-16	Purify or Putrefy Food and Drink 1/day
17	Read Languages 3/day
18	Read Magic 3/day
19	Speak with Animals 3/day
20	Take physical form 1 hour/day; AC 12, HD 2

#### Greater Powers:

d20 Roll	Power
1	Animate Dead, 2d6 undead, 1/week
2-3	Contact Other Plane 1/week
4	Cure Serious Wounds 2/day
5	Dimensional Door 1/day
6	Dispel Magic, 1/day
7-8	Fly for 1 hour/day
9	Hold monster 1/day
10	Invisibility 1/day
11-12	Levitate, 1 turn duration, 3/day
13-14	Phantasmal Force, 1/day
15	Protection from Normal Missiles 1/day
16-17	Remove Curse 1/day
18-19	Take physical form 1 hour/day; AC 14, HD 5+2, Move 6
20	Telekinesis, 100 pounds, 1/day

**Ego Conflicts:** Each spirit will have an ego equal to its intelligence +1 for every lesser power and +5 for every greater power. The Ego of a material being is equal to its intelligence + charisma + level. A possessed being may try once per day to throw out a possessing spirit, however, its ego for future attempts falls by one for every unsuccessful attempt. Ego conflict is resolved by each side rolling 1d20 and adding their Ego, higher result wins. If a bound spirit's ego is greater than his binder's ego, the spirit may elect to restart spirit combat in an attempt to break its binding.



**Binding Spirits:** Members of spell-casting classes automatically know how to bind spirits they defeat in spirit combat once they reach 3rd level. Other classes cannot bind spirits but may be given a spirit bound to an object by another person. Binding a Spirit costs 15 HP and causes the spirit to invisibly hover around the binder. Binding a spirit to an object requires a non-magical item and costs 25 HP. A spirit bound to an item may be given to another person as the spirit treats the owner of the item it is bound to as its binder. If the item is severely damaged or destroyed, the spirit is freed. A spirit who is not bound to an item is freed immediately upon his binder's death.

**GM Notes:** These rules are not appropriate for most campaigns; however, they make campaigns set in certain types of primitive/limited magic settings possible. GMs may also use these rules for humanoid monsters like orcs and goblins. GMs should feel free to create their own tables of spirit powers to reflect their campaign world.

## Science Fantasy

Some GMs like to set their campaigns in science fantasy settings, perhaps a Sword and Planet setting like Barsroom or an "After the Holocaust" setting when a fantasy world is built on the ruin of an ancient technological civilization. These types of setting were not uncommon in the 1970s and early 1980s. The optional rules in this section will be useful for such settings.

**Radiation:** Areas of radiation do horrible damage and can cause mutations in those affected. Merely being in an area of radiation causes damage unless a FORT save is made. A new save must be made every hour. Radiation does both Hit Point damage equal to the damage rolled and Body Point Damage equal to the number of dice rolled. Those affected by Radiation are allowed a second FORT save to avoid the Body Point damage. Those who take Body Point damage must roll a d20 against the mutation chance for the level of radiation in the area, a roll over the listed "Mutation Chance" means that the being will develop a random mutation or defect in 1d20 days.

Radiation Level	Effects
Low Level	Save Modifier: 0 Damage: 3d6 Mutation Chance: 19
Medium Level	Save Modifier: -4 Damage: 5d6 Mutation Chance: 18
High Level	Save Modifier: -8 Damage: 8d6 Mutation Chance: 17

**Mutations:** The following random tables can be used to determine mutations of beings mutated by radiation or can be applied to animals and monsters to create radiation mutated species. Roll 1d20. A roll of 1-4 means a defect; any other roll is a regular mutation. Some mutations have to be activated each time they are used. Activation costs 5 HP.

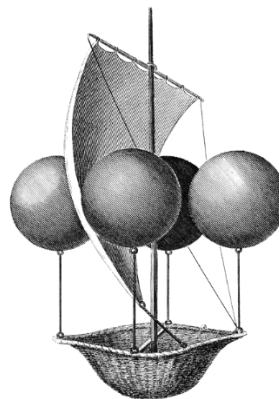
**Random Mutation Table:**

d10	Mutation Description
1	Amazing Stat - +1d6 to one stat: 1-5 STR, 6-10 DEX, 11-15 MIND, 16-20 CHA
2	Amazing Defense - +1d6 to AC
3	Tougher - +2 Hit Points per level
4	Immunity - Takes no damage from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Radiation, 6 Electricity, 7 Sonic, 8 Psionic
5	Better Senses - One sense is vastly superior 1 Sight, 2 Hearing, 3 Smell, 4 Low light (30'), 5 Thermal (30'), 6 Blindsense (30')
6	Melee Weapon - Natural melee weapon that inflicts 1d8+STR mod; alternatively, player may opt to take this as an activated touch based healing ability instead (1d8 + Mind mod)
7	Ranged Weapon - Natural ranged attack that inflicts 1d8 damage up to 30'; source: 1 Fire, 2 Cold, 3 Acid, 4-6 Normal physical damage. Activation required.
8	Psionic Attack - Mental attack that inflicts 1d8+Mind bonus up to 30'; source: 1 Fire vs. AC, 2 Cold vs. AC, 3 Sonic vs. AC, 4 Elec. vs. AC, 5 Psionic vs. MD, 6 Empathy (no damage, ready & manipulate emotions, 7 Telepathy (no damage, read thoughts/mental comm.), 8 Illusion (no damage, audio and visual illusions only the target can see). Activation required.
9	Special Mutation - 1 Extra Arms (hold extra weapons or shields), 2 Bigger (use med. Weapons as light and 2-hnd as med.), 3 Prescient (+1 surprise, +4 initiative, 4 Aquatic (gills & webbed digits), 5 Psychic Shield (A) (entire party may use mutant's MD for defense), 6 Regeneration (heals 1 hp/minute as long as alive), 7 Faster (+1 Action Point), 8 Telekinesis (A) (lift 100 lbs. +100 lbs./ Mind bonus), 9 Special Move (A) 60' (teleport, fly, jump, etc.), 10 Player's choice. (A) means Activation required.
10	Player's Choice - Player may choose specific mutation subject to GM approval(i.e. Immunity to Fire)

**Random Defect Table:**

d10	Defect Description
1	Terrible Stat -1d6 to one stat: 1-5 STR, 6-10 DEX, 11-15 MIND, 16-20 CHA
2	Poor Defense -1d6 to AC
3	Weaker -1 HP per level(min 1hp/level)
4	Vulnerability - Take x2 damage from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Radiation, 6 Electricity, 7 Sonic, 8 Psionic, 9 Stun, 10 Player's choice
5	Diminished Sense - One sense is much poorer: 1-2 Vision, 3-4 Hearing, 5-6 Smell, 7 Taste, 8 Touch
6	Clumsy -1 to all tests and initiative
7	Slower -1d6 to Strike Speed and movement
8	Allergic - Mutant suffers -2 on all tests when in contact with: 1 Ferrous Metal, 2 Non-ferrous Metal, 3 Plastic, 4 Sunlight, 5 Insect bites, 6 Alcohol, 7 Chemical, 8 Player's choice
9	Special Defect - 1 Hemophilia (-1 hp/round after taking combat damage), 2 Narcolepsy (falls asleep at very inconvenient times), 3 Phobia (intense fear of specific creature, condition or environment), 4 Poor Respiration (cumulative -1 on attack, damage and initiative rolls after 1st round of combat), 5 Smaller (cannot apply STR bonus to melee damage rolls; penalties still apply); 6 Player's choice
10	Player's Choice - Player may choose specific Defect (i.e. Vulnerability to Sonic or -4 Mind)

**Weird Science:** A techno can create non-magical items with spell-like effects through his study of weird science. Weird science allows the artificer to create devices that combine the effects of one or more spells. Any number of spells can be combined into a single device. Spell statistics (casting times, etc.) remain unchanged, although no components are required and the artificer is considered the "caster" for the purposes of casting level.



Weird science devices must be invented in advance, however -- they cannot be created on the fly. The time to create such devices is 4 hours per spell level used and technos must have a written copy of each spell they use in a weird science device to create the device. As such, a techno usually has a fixed collection of regularly-carried devices.

Weird science devices are temporary and unreliable. They are able to be used reliably a number of times per day equal to 1 plus half the class level of the techno who built the device (rounding up, naturally). The device may be used by anyone -- but if used by someone other than the techno who built it, it requires a MIND roll at DC 15 to activate (a failed roll indicates that the device fails to activate for that user, and a roll of 1 means that the device breaks down for good).

If the device is used more times than allowed (by anyone), it requires a MIND roll with a DC equal starting at 20 and rising by 1 every additional time the device is used. A failed roll means that the device breaks down and may not be used again (the artificer will have to build another).

Combining multiple magical effects into a single device means that both effects function simultaneously upon activation (effectively casting two or more spells at once) -- but such devices are even more unstable than usual: The MIND roll for extra activations starts at DC 25 + the number of effects used, and goes up for each additional usage by the number of effects used.

If Weird Science is used, the Techno class should also be used:

**Technos** (Specialist Class) can wear light or medium armor, use any light or medium weapon and any weird science armor or weapons. *Physical Combat Bonus* is level/3, rounded up. *Magical Combat Bonus* is level/2, rounded up. Experience Base is 25. Class Saving Throw Bonus is +1. They add +1 to REF and WIL saves. Technos can create non-magical items with spell-like effects through their study of weird science. Technos use spells (of any class-type) up to 4th level to create their devices. They start with the ability to create 1st level effects and gain one additional level every third level.

**GM Notes:** Oe was created at a time when science fiction and fantasy were not the completely separate fields of literature they have become today. It was fairly common to mix science fiction and fantasy in early campaigns. These rules are a simple start toward doing so in *Microlite74: Perilous Adventures* today. For maximum effect, these rules should probably be used with the Psionics rules.

Allowing technos and weird science gives a simple way to allow a type of fantasy technology into the campaign without having to create a complex system of technology levels, invention rules, magic/tech interaction rules, etc. It assumes that technology is simply an attempt to recreate the effects of magic without magic. As written, this system should not throw balance out the window. Note, however, it isn't a set of rules for combining real world technology and magic. Also, The Techno class need not be available to PCs. Weird science devices could be remnants of ancient or alien technology -- items that cannot be created.



## SPELL LISTS

### Arcane (Magic-User) Spells

A magic-user selecting this spell list can be of any alignment. R: is range. D: is duration.

#### 1st Level

**Alarm:** Alarm sounds a mental or audible alarm (caster's choice) each time a creature enters the warded area (20 ft. radius) without speaking the password (set at casting). R: 60 feet. D: 2 hours/caster level.

**Burning Hands:** A fan of flame (3 ft. long in a 120-degree arc) shoots from caster's hands, doing 1 hp/caster level damage to all hit. R: 3 feet. D: instant but effects permanent.

**Charm Person:** Puts one living humanoid totally under your influence. R: 120 feet. D: until dispelled.

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

**Erase:** Erases normal or magical writing (save allowed) from an area about two pages wide. R: 30 feet. D: instant but effects permanent.

**Feather Fall:** Target creature or object falls slowly and takes no damage from landing. R: 60 feet. D: 1 minute/caster level.

**Floating Disc:** Creates 3-ft.-diameter horizontal disk that holds 100 lb./caster level. R: 10 feet. D: 1 hour/caster level.

**Hold Portal:** Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.

**Identify:** Determines one unknown property of a magic item, including how to activate that function, and how many charges are left. Caster is in trance for duration. R: touch. D: 1 hour.

**Light:** Object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/caster 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: instant.

**Message:** Caster points to any creature in range and whisper a short message that creature (and only that creature) will hear. R: 60 feet + 10/caster level. D: 20 seconds.

**Pep:** One target per caster level instantly recovers 20% of their Hit Points. No effect on targets in combat or other heavy activity. Can only affect a specific target once per day. R: touch. D: instant but effects permanent.

**Protection from Evil:** +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 1 hour.

**Read Languages:** Read any written language. R: touch. D: 1 or 2 readings.

**Read Magic:** Read scrolls, spellbooks, other magical writing. R: caster only. D: one reading (two scrolls or equivalent).

**Repair:** Repairs a broken or torn small object. It does not restore magic. R: 30 feet. D: instant but effects permanent.

**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. Creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's discretion.

**Unseen Servant:** Invisible force that obeys caster and is able to perform simple tasks and exert up to 20 pounds of force. It cannot attack and is ineffective beyond 30 feet from caster. R: caster. D: 1 hour + 10 minutes/caster level.

**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.

**Darkness, 15' Radius\*:** Magical darkness which even blocks infravision and darkvision. R: 120 feet. D: 1 hour.

**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. R: 60 feet. D: 2 hours.

**Fool's Gold:** Makes up to 1 cubic foot of metal (about 2000 coins) look like gold. Save to detect fraud. R: touch. D: 1 hour/caster level.

**Forget:** 1d4 targets forget last level/2 (round up) minutes. R: 30 feet. D: instant but effects permanent.

**Invisibility:** Subject is invisible until spell broken by caster, some outside force, or until subject 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: 6 feet/minute. R: 20 feet up/down per level. D: 10 minute/caster level.

**Locate Object:** Senses direction toward an object (specific or type) D: level minutes. R: 60 + 10/caster level feet.

**Magic Mouth:** Mouth appears on target object and delivers a message of up to 30 words when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.

**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.

**Pyrotechnics:** Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.

**Ray of Enfeeblement:** Target loses 25% of strength (damage it inflicts also reduced 25%). R: 10 feet. D: 1 minute/caster level.

**Shatter:** Causes one normal item (up to 10 pounds/caster level) to shatter into pieces. R: 60 feet. D: instant but effects permanent.

**Spider Climb:** Allows non-thieves to climb as a thief of one-half caster's level. Adds caster's level to thieves for climbing checks. R: touch. D: 1 minute/caster level.

**Stinking Cloud:** Creatures within 20 foot cloud must save or be unable to act for 1d4+1 minutes. Unaffected must save every round they are within cloud. R: 60 feet. D: 1 minute/caster level.

**Strength:** Adds 1d6+1 to a single Fighter's Strength or 1d6-1 to a single Cleric's. Maximum Strength is 18. R: touch D: 8 hours.

**Web:** Sticky webs fill a 10x10x20 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: 30 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.

### 3rd Level

**Clairaudience:** Hear at a distance for 2 hours. R: 60 feet.

**Clairvoyance:** See at a distance for 2 hours. R: 60 feet.

**Dispel Magic:** Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success) Duration: instant but effects permanent for spells or 10 minutes/caster level for items. Range: 120 feet.

**Explosive Runes:** Deals 1d6 + Level damage when read. D: until discharged. R: touch

**Fire Ball:** 1d6/caster level fire damage, 20 foot burst. R: 240 feet. D: instant.

**Fly:** Subject can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/caster level. (GM rolls secretly.)

**Haste Spell:** Subjects (up to 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: 1 hour plus 10 minutes/caster 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/caster level electrical damage. R: 240 feet, bolt is 10 feet wide, 60 feet long. D: instant.

**Monster Summoning I:** Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1d6

giant rats, 2: 1d3 goblins, 3: 1d3 hobgoblins, 4: 1d6 kobolds, 5: 1d3 orcs, 6: 1d3 skeletons. D: 6 minutes.

**Protection from Evil, 10' radius:** +2 to AC and saves, counters mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around subject. D: 2 hours.

**Protection from Normal Missiles:** Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 2 hours.

**Rope Trick:** Caster tosses rope into the air. It hangs there. Caster and up to three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/caster level.

**Slow Spell:** Subjects (up to 24 beings in a 60 foot radius of target) slowed by 50%. (Counters Haste) R: 240 feet. D: 30 minutes.

**Suggestion:** Caster makes 1-2 sentence hypnotic suggestion to target. If the save is failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

**Tiny Hut:** Creates 20 foot diameter opaque force sphere that protects up to 10 humanoid-sized creatures from the weather. R: 20 feet. D: 2 hours/caster level.

**Tongues:** Grants the target the ability to speak and understand the language of any intelligent creature. R: touch. D: 10 minutes/caster level.

**Water Breathing:** Subject can breathe water. R: 30 feet. D: 2 hours.

### 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: 60 feet.

**Confusion:** Subjects (up to 2d6 hit dice, only 4+ 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). D: instant. R: 10 feet.

**Fear:** 240 ft. long cone of fear (120 ft. width at far end) extends from caster. Creatures within must save or flee in fear/horror for 1 hour. R: as above. D: 1 hour of fear.

**Hallucinatory Terrain:** Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet.

**Ice Storm:** 30 foot cubic vortex of ice, snow, and hail appears doing 5d6 damage to all within. R: 120 feet. D: 1 minute.

**Massmorph:** Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

**Monster Summoning II:** Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1d2 hobgoblins, 2: 1d2 zombies, 3: 1d2 gnolls, 4: 1d2 bugbears, 5: 1d6 orcs, 6: 1d6 skeletons. D: 6 minutes.

**Plant Growth:** Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.

**Polymorph Others:** Change another into form of another being. The change is complete and includes gaining special abilities and mind of creature. 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: 1 hour + 1 hour/ caster level.

**Remove Curse:** Frees subject from a curse. R: touch. D: instant but effects permanent.

**Telepathy:** Caster can speak mind-to-mind with any intelligent being he is in eye contact with. R: 30 feet D: 10 minutes plus 1 minute/caster level.

**Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1point/caster level. The wall lasts as long as caster concentrates on it. R: 60 feet.

**Wall of Ice:** Creates wall of ice with 15 hp +1hp /caster level. Wall lasts as long as caster concentrates on it. R: 60 feet.

**Wizard Eye:** Allows sending an invisible eye up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 1 hour.

## 5th Level

- Animal Growth:** 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.
- Animate Dead:** Create undead skeletons or zombies under control of caster from dead bodies, 1d6/caster level over 8<sup>th</sup> level. R: GM discretion. D: permanent.
- Cloudkill:** Creates a moving, 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. D: 1 hour.
- 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, 1 question/caster level. Chance of correct answer 5%/caster level, maximum 95%.
- Feeblemind:** Subject's MIND drops to 1. R: 240 feet. D: until dispelled.
- Hold Monster:** As Hold Person, but any creature. R: 120 feet. D: 1 hour plus 10 minutes/caster 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). R: 30 feet. D: until dispelled, the target makes his save (a new saving throw is allowed every caster level days), or the caster ends spell.
- Monster Summoning III:** Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1d4 bugbears, 2: 1d2 harpies, 3: 1d2 ochre jellies, 4: 1d2 wererats, 5: 1d2 wights, 6: 1d2 wild boars. D: 6 minutes.
- Pass-Wall:** Creates a human-sized 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 300x300 foot area. R: 120 feet. D: 3d6 days.
- Telekinesis:** Moves object by mental power. Up to 20 pounds/caster level. R: 120 feet. D: 1 hour.
- Telepathic Link:** Caster forms a telepathic contention with up to one other willing intelligent being/3 caster levels. Those so linked can communicate via mental speech regardless of distance (upon the same plane). Mental or Psionic attacks on one member of the link does not affect others. R: touch. D: 1 hour/caster level.
- Teleport:** Instantly transports subject up to 100 miles/caster level. Caster must know target location exactly.
- Wall of Iron:** Creates a wall of iron in any shape. 1000 square feet (3 inches thick). R: 60 feet. D: 2 hours.
- Wall of Stone:** Creates a wall of stone in any shape. 1000 square feet (2 inches thick). 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. D: GM decision.
- Death Spell:** Kills 2D8 beings with less than 7 hit dice with a 60 foot radius. R: 240 feet. D: instant but effect permanent.
- Disintegrate:** Makes one creature or non-magical object vanish, turning it to fine dust. R: 60 feet. D: permanent.
- Geas:** Force a creature to obey one long-term order. 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.
- Legend Lore:** A complex process taking 1d100 days allows caster to gain knowledge of a legendry person, place, or thing. Information is accurate but may be in a cryptic form. R: caster.
- Lower Water:** Lowers bodies of water 50%. R: 240 feet. D: 10 turns.
- Mind Meld:** As for Telepathic Link, but members of the link always know the thoughts of the others in the link. Spells known by any link member may be used by any link member able to cast spells (using his own HP). Communication is at the speed of thought. R: touch. D: 1 hour/caster level.

- Monster Summoning IV:** Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 gargoyle, 2: 1 ogre, 3: 1 owlbear, 4: 1 shadow, 5: 1 werewolf, 6: 1 wraith. D: 6 minutes.
- Move Earth:** Move small hills, dig ditches and moats, other surface features, etc. Land moves at 6 feet per minute. R: 240 feet. D: permanent.
- Part Water:** Parts bodies of water up to 10 feet deep. 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: 1 hour.
- Reincarnation:** Restores dead person to life in a random (usually humanoid) form. R: touch. D: instant.
- Repulsion:** Any being trying to move toward spell target finds itself moving away instead. R: 120 feet. D: 1 hour.
- Stone-Flesh:** Turns subject into a stone statue (or vice versa). R: 120 feet. D: permanent.

## Arcane (Illusionist) Spells

A magic-user selecting this spell list can be of any alignment. R: is range. D: is duration.

### 1st Level

- Change Self:** Illusion makes the caster appear to be a different creature. The illusionary guise must share the same general size and shape as the illusionist. R: caster. D: 10 x (1d6 + 10 + level) minutes.
- Color Spray:** A sheet of bright conflicting colors affecting 1-6 levels/hit dice of creatures (plus 1 level/hit dice for every 5 levels of the caster), rendering them unconscious (for 1 minute/caster level) through confusion. Targets selected randomly. No saving throw if fully affected. Creatures not fully affected get a save with +1 per level/die after the first not affected. Creatures over 6th level not affected. R: 240 feet.
- Darkness:** Magical darkness which even blocks infravision and darkvision within a circle with 30 ft. radius. R: 120 feet. D: 1 hour+10 min/caster level.
- Detect Illusion:** Detects any illusion for what it is. R: 60 feet. D: 30 minutes.
- Detect Invisible:** Detect invisible items and beings within 10 feet per caster level. D: 1 hour.
- Gaze Reflection:** A spell that simply acts as a perfect mirror, reflecting the gaze of a creature such as a Basilisk or Medusa as if a mirror was in front of their eyes. R: 80 ft. D: 10 minutes.
- Hypnotism:** Acts like a Charm person spell with a +2 chance of success, it is necessary for the subject to look the Illusionist in the eyes. R: 80 ft.
- Light:** Object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/caster level.
- Magic Aura:** Alters item's aura so that it appears to detection magic as though it were non-magical or the subject of a spell you specify. Identify Spell will reveal the false aura. Limited effect on very powerful items. R: touch D: 1 day/caster level.
- 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 the target believes illusion. R: 240 feet.
- Read Magic:** Read scrolls, spellbooks, other magical writing. R: Caster Only. D: one reading (two scrolls or equivalent).
- Ventriloquism:** allows caster to "throw his voice" absolutely convincingly. R: 90 feet. D: 50 minutes.
- Wall of Fog:** Creates an opaque wall of rolling, boiling fog with no other effect than blocking vision. Wall lasts as long as caster concentrates on it. R: 160 feet.



## 2nd Level

- Blindness:** Causes the target to become blind (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.
- Blur:** Caster's appearance is blurred, making -2 on being hit, and +2 on saves vs. magic. R: self. D: 10 times 1d4+4 minutes.
- Deafness:** Causes the target to become deaf (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.
- Detect Magic:** Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.
- Dispel Illusion:** Automatically dispels any illusion caused by a non-Illusionist. Versus those created by Illusionists, it functions like Dispel Magic. R: 120 feet.
- Fog:** A cloud of opaque fog that acts like a Cloudkill except that it has no effect but to obstruct vision. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.
- Hypnotic Pattern:** A pattern that the Illusionist projects in front of him that will hold anyone looking at the pattern motionless. It can catch 4d6 1st level types, 3d6 2nd level types, 2d6 3rd or 4th level types, 1d6 5th or 6th level types. Range: 120 feet. D: as long as caster concentrates plus 1d6+3 turns afterwards.
- Improved Phantasmal Forces:** As regular Phantasmal Forces but the caster can move while employing the spell and the illusion will last up to 30 minutes after the caster has stopped concentrating. R: 360 feet.
- Invisibility:** Subject is invisible until spell broken by caster, some outside force, or until subject attacks. R: 240 feet.
- Magic Mouth:** Mouth appears on target object and delivers up to 30 word message when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.
- Misdirection:** cause a detect spell (Detect Good, Evil, Magic, etc.) to malfunction. (Magic Attack vs. Spell's DC for success) R: 120 feet. D: instant but effects permanent.
- Phantom Trap:** Makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. R: touch: D: permanent.
- Rope Trick:** Caster tosses rope into the air. It hangs there. Caster and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/caster level.

## 3rd Level

- Continual Darkness:** Magical darkness which even blocks infravision and darkvision within a circle with 120 ft. radius until dispelled. R: 120 feet.
- Continual Light:** Object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.
- Dispel Exhaustion:** This spell temporarily gives its recipient the illusion of being well rested and healthy, restoring the target to full hit points, but the target will be totally exhausted and unable to do anything for 8 hours when the spell expires. If the target has taken body damage, the target immediately suffers an additional 1d2 points of body damage. D: 4 hours
- Displacement:** Target appears to be about 2 feet away from its true location. Attacks on target automatically miss 50% of the time and are at -2 to hit the rest of the time. R: touch. D: 1 minute/caster level.
- Fear:** Causes creatures who fail their saving throw to flee fear. Affect 4d10 1st level types, 3d10 second level types, 2d10 3rd level types, 1d10 4th level types, 1d6 5th level types, 1d4 6th level types. R: 180 feet. D: 10 times 1d6+level minutes.
- Hallucinatory Terrain:** Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet
- Illusionary Script:** Allows the caster to write in a script which can only be read by whom the caster sets it to be read by (like Magic Mouth), any others who attempt to read it must save vs. magic or be confused for 6d10 minutes. One spell is suitable for a full page per level of the caster of writing.
- Invisibility 10' Range:** Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.
- Non-Detection:** Prevents Detection spells from working against

- the target using it and acts like an Amulet vs. ESP and Crystal Balls. R: touch. D: 20 minutes/caster level.
- Paralyzation:** Paralyzes twice as many hit dice as the caster's level. R: 180 feet. D: until dispelled or caster removes it.
- Phantasmal Killer:** Creates an illusionary horrible beast formed from the target's own fears whose touch causes death. The beast is visible only to the target and is immune from all attacks and barriers as it exists only in the target's mind. Target must save vs. magic twice. If the target fails one save, he is unconscious for 1d6 hours. If both saves fail, the target is dead. Range: 60 feet.
- Spectral Forces:** As Improved Phantasmal Forces, but includes sound, smell and temperature illusions. Spectral Forces are not destroyed by touch and they last up to 50 minutes after the caster has stopped concentrating. R: 360 feet.
- Suggestion:** Caster makes 1-2 sentence hypnotic suggestion to target. If save failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

## 4th Level

- Arcane Magic:** Learning this spell allows the Illusionist to learn and use all 1st level magic-user spells. He must seek these spells in the same manner as a magic-user. They are considered 4th level spells for casting cost purposes.
- Confusion:** Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.
- Emotions:** Projects a selected emotion. The emotions that can be projected are: Fear (as the spell), Battle Lust (makes men fight as Berserkers, can be countered by Fear; if Fear is thrown first, Battle Lust does not counter it), Deprivation (lowers morale by 75%), Bravado (give immunity from Fear, Bravado which can counter Deprivation), Hate (interpretation by the subject is variable, roll d20: 1-4: hate any enemy around; 5-8: hate each other; 9-14: hate both enemy/each other; 15-16: hate selves, 17-20: hate caster. A person under the influence of a hate will attack whoever the die roll indicates). R: 180 feet. D: concentration.
- Illusory Wall:** Creates the illusion of a wall, floor, ceiling, or similar surface which appears real when viewed, but physical objects pass through without difficulty. Detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature, but does not cause the illusion to disappear. R: 30 feet. D: permanent.
- Improved Invisibility:** Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until 1d4+caster level minutes after the first attack is made by one under this spell.
- Massmorph:** Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.
- Minor Creation:** Allows the caster to create materials up to a hardness comparable to wood (much like a Djinn). The total amount of weight an illusionist may create in a day equals 5 pounds times the caster's level. R: touch. D: 4 + level days (longer for softer materials).
- Rainbow Pattern:** A pattern that the Illusionist projects in front of him that will hold anyone looking at the pattern motionless. It can catch 8d6 1st level types, 6d6 2nd level types, 4d6 3rd or 4th level types, 2d6 5th or 6th level types, or 1d6 7th or 8th level types. D: as long as caster concentrates plus 1d6+3 turns afterwards. Range: 120 feet.
- Seeming:** Like Change Self, except can change the appearance of other people as well. Affected creatures resume their normal appearances if slain. R: 30 feet. D: 10 x (1d6 + 10 + level) minutes.
- Shadow Magic:** This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 4 caster levels) or Death Spell (Affects 1d8 creatures of 1 HD). R: as original spell D: instant but effects permanent.
- Shadow Monsters:** This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.2. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of

9 [10], and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet: D: 1 minute/caster level.

## 5th Level

**Advanced Arcane Magic:** Learning this spell allows the illusionist to learn and use all 2nd level magic-user spells. He must seek these spells in the same manner as a magic-user. They are considered 5th level spells for casting cost purposes.

**Chaos:** This spell affects a 30 foot x 30 foot area. All those caught within the affected area will become confused until they leave the area. Fighters and Illusionists over the caster's level are not affected by this spell. R: 120 feet. D: concentration.

**Create Spectre:** This spell creates a spectre from a target deceased person. The spectre has Hit Dice equal to 1/2 the deceased character's level (rounded up). The deceased character must have been at least 2nd level in order to be raised as a spectre. The spectre is raised with both its mind and memory intact (and does not automatically become evil). The spectre retains its independence. The deceased must be raised within 24 + 6 times the caster's level turns from the target creature's death. R: 10 feet. D: Permanent.

**False Vision:** Any divination/scrying magic used to view anything within the area of this spell instead receives a false image (as the Spectral Forces spell), as defined by you at the time of casting. While the spell lasts, you can concentrate to change the image as desired. R: 40 feet radius. D: 1 hour/caster level.

**Major Creation:** Allows the caster to create materials up to a hardness comparable to iron (much like a Djinn). The total amount of weight an illusionist may create in a day equals 15 pounds times the caster's level. R: touch. D: 4 + level days (for wood hardness, longer for softer materials, shorter for harder materials).

**Mirage:** As Hallucinatory Terrain, except that it enables the caster to make any area appear to be something other than it is. Unlike Hallucinatory Terrain, the spell can alter the appearance of structures (or add them where none are present). R: 240 feet. D: 1 hour/caster level.

**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: 1 hour.

**Shadow Magic II:** This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 2 illusionist levels) or Death Spell (Affects 1d8 creatures of up to 2 HD).

**Shadow Monsters II:** This spell allows the caster to conjure semi-real monsters. Monsters summoned have 40% the number of HD of the original (Original HP X 0.4. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 11, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 1.5 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level.

**Summon Shadows:** Similar to an Invisible Stalker spell, but summons Shadows instead. The number of Shadows summoned is equal to 1 + 1 per level over 5. D: until mission completed.

## 6th Level

**Conjure Animals:** Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the caster. R: 30 feet. D: 100 minutes.

**Illusionary Double:** Caster becomes invisible as Improved Invisibility (for one minute/caster level) and a Programmed Illusion of the caster unnoticeably takes his place. R: caster. D: 2 hours.



**Mass Suggestion:** Area version of the suggestion spell, affecting 1d8 creatures or 1 creature at -4 saving throw. The same suggestion must be made to all on whom it is cast. R: 30 feet. D: 1 week.

**Permanent Illusion:** As Spectral Forces, but lasts until dispelled. R: 360 feet. D: Until dispelled.

**Programmed Illusion:** As Spectral Forces, but illusion performs pre-set instructions without the caster's concentration. For example, a dragon flies to the camp, circles it for 30 minutes, roars every other pass, then flies off while the Illusionist escapes. R: 720 feet. D: 120 minutes.

**Shadow Monsters III:** This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.6. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 12, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 2 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level.

**True Sight:** Spell increases target's sight. A polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his alignment, class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. R: touch. D: (level - 10) + 1d6 10 minute turns.

**Veil:** Like Change Self, except can change the appearance of other people as well and the new appearance can be anything. Affected creatures resume their normal appearances if slain. R: 30 feet. D: 10 x (1d6 + 10 + level) minutes.

## Arcane (Necromancer) Spells

A magic-user selecting this list must be of the Chaotic Alignment. R: is range. D: is duration.

### 1st Level

*Cause Light Wounds:* Inflict 1d2+1 body points damage (1d6+1 hit points on beings without BP). R: touch. D: instant but effects permanent.

*Charnel Messenger:* Skull or corpse touched repeats message as *Magic Mouth*. R: Touch. D: Permanent unless dispelled.

*Charnel Touch:* Deals 1d4 damage and saps 1 point of STR (for creatures without a listed STR, -1 to melee attacks) to any living creature for 1 hour. R: Touch D: Instantaneous.

*Command The Dead:* Temporarily reanimate 2d8 HP worth of dead bodies. They fight as zombies, but only have 1 HD. At the end of the duration they fall dead again. R: 60 feet. D: 1 turn.

*Conceal from Undead:* As *Invisibility*, but only to undead creatures, who will also ignore any sound or non-hostile action taken by the target that is not incredibly obvious. Intelligent undead are entitled to a saving throw. R: touch. D: 1 turn/level.

*Darkness, 15' Radius:* Magical darkness which even blocks infravision and darkvision. R: 120 feet. D: 1 hour.

*Detect Disease:* Detects whether a creature, object, or area (5 foot cube) is carrying or suffering from a disease and the nature of that illness. R: 30 feet. D: Instant.

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

*Detect Undead:* Detects the presence of any undead creature within range. R: 60 feet. D: 20 minutes.

*Exterminate:* Instantly kills tiny creatures of less than 1 full HD in an area of 1 cubic foot, such as vermin in a swarm. R: 15 feet. D: Instantaneous.

*False Haunting:* For the duration of the spell, small objects lift or rattle themselves, phantom moans or wails are heard, and an indistinct ghostly figure manifests randomly. R: 60 feet. D: 1 turn/level.

*Locate Corpse:* Detects the presence of any dead bodies (including corporeal undead) within range, including ones that have been buried up to 10 feet down. Can detect a specific corpse if the caster has a personal item or piece of that individual. R: 60 feet. D: 20 minutes.

*Preserve Corpse:* Preserve the remains of a dead creature. Days spent under this spell don't count against the time limit for spells like *Raise Dead*. Also works on severed body parts and the like. R: touch. D: 1 day/caster level.

*Ray of Enfeeblement:* Target loses 25% of strength (damage it inflicts also reduced 25%). R: 10 feet. D: 1 minute/caster level.

*Read Magic:* Read scrolls, spellbooks, other magical writing. R: Caster Only. D: one reading (two scrolls or equivalent).

*Skeletal Servant:* Causes a single humanoid skeleton to reanimate under your command. At the end of the duration it falls dead again. Apart from the duration and number of affected corpses the spell otherwise functions like *Animate Dead*. R: Touch. D: 1 hour plus 1 turn/level.

*Unseen Servant:* Invisible force that obeys caster and is able to perform simple tasks and exert up to 20 pounds of force. It cannot attack and is ineffective beyond 30 feet from caster. R: caster. D: 1 hour + 10 minutes/caster level.

### 2nd Level

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

*Ghoul Touch:* Creature touched is paralyzed for 2d4 turns. Elves are immune. R: Touch. D: Instantaneous.

*Postcognition:* Caster experiences vision of the last 10 minutes of a recently-deceased corpse's life. R: Touch. D: 1 turn.

*Ray of Pain:* Living creature must make FORT save or be wracked with pain. If successful 1d4 damage, if unsuccessful 1d6 damage plus 1/caster level and -1 to attack rolls, saving throws, AC, and ability checks for one round. R: 15 feet/caster level. D: Instantaneous.

*Resist Turning:* Undead creatures in area are protected against being turned, if a Cleric or Necromancer attempts to turn them roll a d20 and add the difference between the caster's level and that of the character attempting to turn undead (or vice versa if the caster is lower level). If the result is 10 or better the turn attempt automatically fails. R: 15' radius. D: 2 rounds/level.

*Speak with Dead:* Ask three questions of a corpse. The age of corpse is determinative: caster under level 8: 1d4 days, level 9- 14: 1d4 months, level 15+: any age. R: 10 feet. D: 10 minutes.

*Spectral Hand:* Ghostly hand can be used to deliver one touch spell of 4th level or less, can be moved by concentration. R: 100'. D: 2 rounds/level.

*Steal Strength (Reversible):* Living creature touched must save or temporarily lose 1 point of STR/3 levels, caster gains equal amount of STR. R: Touch. D: 1 turn/caster level.

*Strangle:* Target begins choking, 1d4 damage per round and -2 to attacks. R: 90 feet. D: 1 round/caster level.

*Summon Swarm:* Insect swarm (20 x 20x 20 feet) attacks target creatures. Creatures under 2 HD flee in terror. This spell can only be cast outdoors. R: 100 feet. D: Concentration.

*Zombie Servant:* Causes a single humanoid corpse to reanimate as a zombie under your command. At the end of the duration it falls dead again. Apart from the duration and number of affected corpses the spell otherwise functions like *Animate Dead*. R: Touch. D: 1 hour plus 1 turn/level.



### 3rd Level

- Animate Dead*: Create undead skeletons or zombies under control of caster from dead bodies, 1d6/caster level over 8th level. R: GM discretion. D: permanent.
- Chill Mist*: As *Cloud of Fog*, but any creatures in the area of the fog take 1 cold damage/round.
- Contagion*: Creature touched must save or be afflicted with disease. R: Touch. D: Instantaneous.
- Deathless Warrior*: Creature killed in battle within the last turn awakens and continues fighting until the battle is won or it has taken 20 additional points of damage, then dies permanently (cannot be raised). A creature affected by this spell is immune to fear and has +1 to attacks and damage. R: Touch. D: Instantaneous.
- Fear*: 240 ft. long cone of fear (120 ft. width at far end) extends from caster. Creatures within must save or flee in fear/horror for 1 hour. R: as above. D: 1 hour of fear.
- Hold Person*: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/caster level.
- Undead Summoning I*: Caster summons 1d4 1HD undead creatures who appear 10 minutes after casting. They will then serve until slain or the spell expires. D: 6 minutes.
- Unhallow*: Disrupts any magical wards against undead within area. R: 60 feet. D: Instantaneous but effects permanent.

### 4th Level

- Bury (Reversible)*: One target within range must save or be pulled 10 feet underground unless four or more allies of average strength catch hold of him. When reversed, automatically exhumes any corpses within range. R: 60 feet. D: 1 round, effects permanent.
- Cause Serious Wounds*: Deals 3d2+3 body points (3d6+3 hit points on beings without BP). R: touch. D: instantaneous.
- Charm Undead*: Makes one undead 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. Intelligent undead are likely to resent having this spell used on them. R: 60 feet.
- Curse*: Bestows a curse, as reversed version of *Remove Curse*.
- Detach Limb (Reversible)*: Limb, extremity, or head touched separates from owner, but continues to act independently. Must be reattached before duration expires or the limb dies permanently (if the head is detached, it survives but the body dies.) Reversed version allows missing limbs to be replaced with one cut from a living or freshly-dead creature, must make a FORT save or the new limb will wither and die in two weeks' time. R: Touch. D: 1 turn/caster level.
- Decaying Curse*: Creature touched must save or it cannot receive the benefit of magical healing and heals at 1/10th normal rate until subjected to a *Remove Curse* spell. R: Touch. D: Instantaneous.
- Reanimation*: Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. After a number of days equal to two weeks plus 1 day/caster level, the subject begins to decay, permanently losing 1 BP and 1 point of STR per day. When one or both reach zero, subject dies permanently (cannot be raised again). R: touch. D: instantaneous.
- Swarm shape*: As *Polymorph Self* but can only assume the form of swarms of verminous creatures.
- Undead Summoning II*: Caster summons 1d6 2HD undead creatures who appear 10 minutes after casting. They will then serve until slain or the spell expires. D: 6 minutes.

### 5th Level

- Commune With The Dead*: Caster may ask yes/no question of the spirits of the dead, 1 question/caster level. Chance of correct answer 5%/caster level, maximum 95%.
- Death Spell*: Kills 2D8 beings with less than 7 hit dice with a 60 foot radius. R: 240 feet. D: instant but effect permanent.
- Drain Life*: Drains level as a wight. R: Touch. D: Instantaneous, effects last 1 day/caster level

*Gaseous Form*: The caster and his possessions transform into a cloud of mist that can only be harmed by magic or magical weapons, but cannot attack or cast other spells. While in this form, the caster can move 20 feet per round and squeeze through narrow cracks and holes. The caster remains in this form as long as he desires. R: Self.

*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). R: 30 feet. D: until dispelled, the target makes his save (a new saving throw is allowed every caster level days), or the caster ends spell.

*Shadow Monsters*: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.2. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 9 [10], and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet: D: 1 minute/caster level.

*Undead Summoning III*: Caster summons 1d6 3HD undead creatures who appear 10 minutes after casting. They will then serve until slain or the spell expires. D: 6 minutes.

*Wall of Gloom*: Living creatures other than the caster touching the wall must save or be affected by the fear spell. Living creatures that attempt to pass through must save or be paralyzed. R: 60 feet. D: 1 hour.

### 6th Level

- Bind Soul*: Immediately (within 1 turn) after slaying a sentient creature of equal or greater HD, the caster may use this spell to bind a piece of his own spirit to an inanimate object worth at least 50 GP in imitation of a Lich's phylactery, granting him a one-time resurrection. R: Object touched.
- Contact Spirit*: Spirit of a specific deceased being truthfully answers any one question to the best of its knowledge. R: caster. D: 10 minutes.
- Eternal Geas*: As *Geas*, but if the subject dies before the geas is fulfilled, it will rise from the dead as *Deathless Warrior* until its task is complete.
- Freezing Grasp*: Touch deals 1d10 cold damage and permanent paralysis. R: Touch. D: Instantaneous, but effects permanent until cured by magic.
- Soul Exchange*: Functions as Resurrection, but a creature of equal or greater HD must be sacrificed to power the spell. Can only be cast as a ritual.
- Undead Summoning IV*: Caster summons 1d6 4HD undead creatures who appear 10 minutes after casting. They will then serve until slain or the spell expires. D: 6 minutes.





## Arcane (Witch) Spells

A magic-user selecting this spell list can be of any alignment. R: is range. D: is duration.

### 1st Level

**Change Self:** Illusion makes the caster appear to be a different creature. The illusionary guise must share the same general size and shape as the illusionist. R: caster. D: 10 x (1d6 + 10 + level) minutes.

**Control Vapor:** Move gases or fog up to 60' per turn. Intelligent gaseous creatures may attempt to resist with a will save. R: 10 feet/caster level. D: Concentration

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

**Detect Disease:** Detects whether a creature, object, or area (5 foot cube) is carrying or suffering from a disease and the nature of that illness. R: 30 feet. D: Instant.

**Detect Evil (Reversible):** 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.

**Detect Poison:** Detects whether a creature, object, or area (5 foot cube) has been poisoned or is poisonous. R: 30 feet. D: Instant.

**Faerie Fire:** Lines the target in a luminescent glow. R: 60 feet. D: 1 hour.

**Predict Weather:** Forecast the weather in the caster's location with 95% accuracy. D: instant.

**Produce Flame:** Produces a small flame in the palm of Witch's hand which illuminates as a small lantern. The flame may be hurled and causes inflammables to combust. R: caster. D: 20 minutes/caster level.

**Reflected Image:** Vivid images appear on any reflective surface, lasts as long as the caster concentrates. R: line of sight.

### 2nd Level

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

**ESP:** Allows caster to read surface thoughts of target. R: 60 feet. D: 2 hours.

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

**Locate Object:** Senses direction toward an object (specific or type) D: level minutes. R: 60 + 10/caster level feet.

**Pacify:** Renders a hostile opponent friendly, but does not charm the target or subject it to the caster's will. R: 10 feet. D: Concentration.

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

**Read Languages:** Read any written language. R: touch. D: 1 or 2 readings.

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

**Tongues:** Grants the target the ability to speak and understand the language of any intelligent creature. R: touch. D: 10 minutes/caster level.

### 3rd Level

**Charm Animal:** Like charm person, except that it affects one normal animal. R: touch. D: until dispelled.

**Charm Person:** Puts one living humanoid totally under your influence. R: touch. D: until dispelled.

**Clairvoyance:** See and hear at a distance for 2 hours. R: 60 feet.

**Control Dreams:** Control the dreams of one sleeping creature, can cause nightmares, false premonitions, etc. R: 240 feet. D: 1 hour

**Cure Disease (Reversible):** Cures person of any diseases, including magical diseases. R: touch. D: instant but effects permanent.

**Dissipate Vapor:** Disperses any gas or fog. Gaseous creatures are subject to a save. R: 30 feet. D: Concentration

**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.

**Phantom Light:** Creates flickering light as *Faerie Fire* that can be moved anywhere within 120 feet of the caster. R: 120 feet. D: 1 hour.

**Wind:** Conjures a stiff breeze, missiles fired into the wind are at a -3 penalty. R: Line of sight, D: Concentration

### 4th Level

**Control Fluid:** Move any liquid up to 30' per turn. Intelligent liquid creatures may attempt to resist with a will save. R: 10 feet/caster level. D: Concentration

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

**Effigy Control:** Control words of the actions of a creature. Requires a piece of the specific creature affected, a doll in its shape, and absolute concentration on the part of the caster. R: Line of sight. D: Concentration.

**Emotions:** Projects a selected emotion. The emotions that can be projected are: Fear (as the spell), Battle Lust (makes men fight as Berserkers, can be countered by Fear; if Fear is thrown first, Battle Lust does not counter it), Deprivation (lowers morale by 75%), Bravado (give immunity from Fear, Bravado which can counter Deprivation), Hate (interpretation by the subject is variable, roll d20: 1-4: hate any enemy around; 5-8: hate each other; 9-14: hate both enemy/each other; 15-16: hate selves, 17-20: hate caster. A person under the influence of a hate will attack whoever the die roll indicates). R: 180 feet. D: concentration.

**Hallucinatory Terrain:** Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet

**Infravision:** See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.

**Neutralize Poison:** Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: 10 feet.

**Polymorph Others:** Change another into form of another being. The change is complete and includes gaining special abilities and mind of creature. 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: 1 hour + 1 hour/ caster level.

**Remove Curse (Reversible):** Frees subject from a single curse. R: 10 feet. D: instant but effects permanent.

**Shock:** 4d6 electrical damage, 20 foot burst centered on (but never affecting) the caster. R: 240 feet. D: instant.

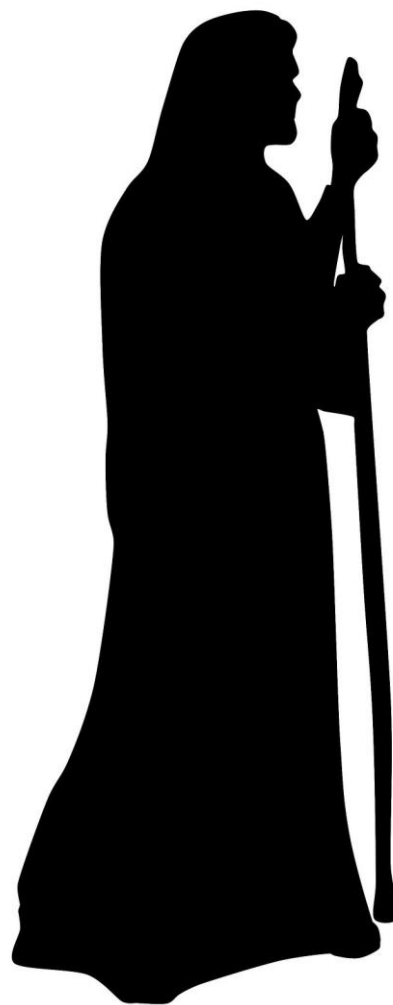
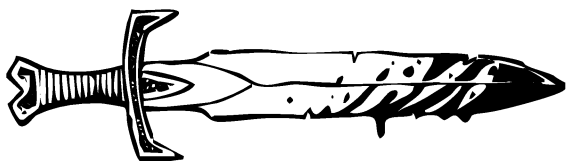
**Sleep:** Puts one being into magical slumber. Creatures of any hit dice can be affected. R: Touch. D: Until dispelled or awoken.

## 5th Level

- Anti-Magic Shell:* Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.
- 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.
- Create Food and Water:* Creates food and water, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.
- Finger of Death:* Target must save or die. Will only work if druid's life in dire peril. R: 120 feet. D: instant but effects permanent.
- Move Earth:* Move small hills, dig ditches and moats, other surface features, etc. Land moves at 6 feet per minute. R: 240 feet. D: permanent.
- Oracle:* Spirits truthfully answer three yes-or-no questions. R: caster. D: 10 minutes.
- Plant Growth:* Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 240 feet.
- Produce Fire:* Creates normal fire covering an area of 10' X 10'. This spell may be reversed to extinguish fires covering the same area. R: 30 feet. D: 10 minutes.
- Protection from Evil, 10' radius:* +2 to AC and saves, counters mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around subject. D: 2 hours.
- Suggestion:* Caster makes 1-2 sentence hypnotic suggestion to target. If save failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

## 6th Level

- Animate Dead:* Create undead skeletons or zombies under control of caster from dead bodies, 1d6/caster level over 8th level. R: GM discretion. D: permanent.
- Charm Plants:* Charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. R: 120 feet. D: until dispelled.
- Control Weather:* Caster can adjust weather. D: GM decision.
- Drain Life:* Drains level as a wight. R: Touch. D: Instantaneous, effects last 1 day/caster level
- Evaporate Fluid:* Disperses any liquid. Liquid creatures are subject to a save. Can also be used with concentration to create a bubble surrounding the caster while submerged. R: 30 feet. D: Permanent
- Geas:* Force a creature to obey one long-term order. R: 30 feet. D: until order completed.
- Vision:* If a witch wishes guidance from those above, she formulates her question, then casts this spell. Random reaction dice are rolled, and +2 are added to the result. On a negative reaction, the Witch is questioned to do some task; on a neutral reaction, the caster gets useful information, but not what she asked for; on a positive reaction, the caster's question is answered in great detail. R: caster. D: 1 question.
- Stone-Flesh:* Turns subject into a stone statue (or vice versa). R: 120 feet. D: permanent.
- True Sight:* Spell increases target's sight. A polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his alignment, class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. R: touch. D: (level - 10) + 1d6 10 minute turns.



## Divine (Cleric) Spells

A cleric selecting this spell list can be of any alignment. R: is range. D: is duration.

### 1st Level

- Bless Water (Reversible):* Turns 1 flask (1 pint)/caster level of water into holy water. R: touch. D: instant but effects permanent.
- Cure Light Wounds (Reversible):* Cure 1d2+1 body points (1d6+1 hit points on beings without BP). R: touch. D: instant but effects permanent.
- Detect Evil (Reversible):* 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.
- Detect Poison:* Detects whether a creature, object, or area (5 foot cube) has been poisoned or is poisonous. R: 30 feet. D: Instant.
- Divine Guidance:* +1 on one attack roll, saving throw, or skill check. Use of bonus must be announced before roll. R: touch. D: one minute/caster level.
- Holy Weapon:* Weapon gains +1 hit/damage bonus and is able to hit all creatures that can only be hit by magic weapons. R: touch. D: 1 minute/caster level.
- Light (Reversible):* object lights circle with 20 ft. radius, full daylight. R: 60 feet. D: 2 hours.
- Protection from Evil (Reversible):* +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. 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:* Cancels fear effects or gives +4 on saves against fear for one subject + one per four levels. R: 30 feet. D: 10 minutes.



## 2nd Level

*Augury*: Tells, for the immediate future, whether an action will be good or bad. R: caster. D: 1 minute trance.

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

*Delay Poison*: Stops poison from harming subject for 1 hour/caster level. R: 30 feet.

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

*Gentle Repose*: Preserve the remains of a dead creature. Days spent under this spell don't count against the time limit for spells like Raise Dead. Also works on severed body parts and the like. R: touch. D: 1 day/caster level.

*Hold Person*: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 180 feet. D: 90 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/caster level charmed and will obey caster's commands. R: 60 feet. D: 20 + (1d4 x 10) minutes.

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

*Undetectable Alignment*: Conceals alignment of target from detection. R: 30 feet. D: 1 day.

## 3rd Level

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

*Cure Blindness/Deafness (Reversible)*: Cures normal or magical blindness or deafness. R: touch. D: instant but effects permanent.

*Cure Disease (Reversible)*: Cures person of any diseases, including magical diseases. R: touch. D: instant but effects permanent.

*Helping Hand*: Creates the ghostly image of a hand, which is sent to find a specific creature within 5 miles. Hand then leads the creature to you if the creature is willing to follow. Moves up to 240 feet per minute. R: 5 miles. D: 1 hour/caster level.

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

*Prayer*: Gives saving throw penalty of 1 per ten caster levels to enemies in 20x20 foot area. R: 30 feet. D: next melee round.

*Remove Curse (Reversible)*: Frees subject from a single curse. R: 10 feet. D: instant but effects permanent.

*Speak with Dead*: Ask three questions of a corpse. The age of corpse is determinative: Cleric under level 8: 1d4 days, level 9-14: 1d4 months, level 15+: any age. R: 10 feet. D: 10 minutes.

*Water Walk*: Targets (one creature/caster level) can walk on water or any liquid as if solid, hovering an inch above it. R: touch. D: 10 minutes/caster level.

## 4th Level

*Create Water*: Creates water, enough for up to 24 people and their horses for one day. 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). R: touch. D: instant but effects permanent.

*Neutralize Poison*: Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: 10 feet.

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

*Speak with Plants*: Can understand and speak with plants. R: 30 feet. D: 1 hour.

*Sticks to Snakes*: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

## 5th Level

*Commune*: Cleric's deity truthfully answers three yes-or-no questions. R: caster. D: 10 minutes.

*Create Food*: Creates food, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

*Dispel Evil (Reversible)*: Works like Dispel Magic, but affects any evil sending or evil spell. R: 30 feet. D: instant but effects permanent.

*Insect Plague*: Insect swarms (20 x 20x 20 feet) attack target creatures. Creatures under 2 HD flee in terror. This spell can only be cast outdoors. R: 480 feet. D: 1 day.

*Quest*: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

*Raise Dead (Reversible)*: Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. R: line of sight. D: instant but effects permanent.

## Divine (Druid) Spells

A Cleric selecting this spell list worships nature and must be of the Neutral Alignment. R: is range. D: is duration.

## 1st Level

*Calm Animals*: Soothes and quiets (2d4 + level) HD of normal animals, rendering them docile and harmless. R: 30 feet. D: 1 minute/caster level.

*Charm Animal*: Like charm person, except that it affects one normal animal. R: 60 feet. D: until dispelled.

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

*Detect Snares/Pits*: This spell allows the caster to discover snares, pits, and other outdoor traps. R: 10 feet/caster level. D: caster level + 1 hours.

*Endure Elements*: Target (and equipment) can exist comfortably in hot or cold environments (between -50 and 140 degrees F). R: touch. D: 24 hours.

*Faerie Fire*: Lines the target in a luminescent glow. R: 60 feet. D: 1 hour.

*Locate Animals*: Senses direction toward an animal (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

*Magic Fang*: One natural weapon of target creature gets +1 on attack and damage rolls (and counts as a magic weapon). R: touch. D: 1 minute/caster level.

*Predict Weather*: Forecast the weather in the caster's location with 95% accuracy. D: instant.

*Purify Water*: Purifies water for up to 12 people. R: 10 feet. D: instant but effects permanent.

## 2nd Level

*Animal Messenger*: Compels a small animal to go to a spot you designate, carrying a scroll or other small item, and allow others to take that item. R: touch. D: 1 day/caster level.

*Create Water*: Creates water, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

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

*Detect Poison*: Detects whether a creature, object, or area (5 foot cube) has been poisoned or is poisonous. R: 30 feet. D: Instant.

*Heat Metal*: Spell makes 1 metal item (weighing up to 0.5 pounds per level of the caster) extremely warm. Creatures take damage if holding or wearing equipment that is targeted by this spell. Take 1d2 damage on the first round and 1d2+1 additional damage on the second round. 50% chance per round that a target object being held in the hand is dropped. R: 30 feet. D: 2 combat rounds.

*Locate Plants*: Senses direction toward a plant (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

*Obscurement*: A misty vapor arises near the druid. It is stationary once created. The vapor obscures all sight beyond

5 feet. The cloud covers 100 cubic feet per druid level. R: 20 feet. D: 10 minutes/caster level.

*Produce Flame:* Produces a small flame in the palm of Druid's hand which illuminates as a small lantern. The flame may be hurled and causes inflammables to combust. R: caster. D: 20 minutes/caster level.

*Speak with Animals:* Can understand and speak with animals. R: caster. D: 1 hour.

*Warp Wood:* Causes straight wooden shafts to bend. The spell effects an amount of wood equal to 1 spear shaft (or 6 arrows) per 2 druid levels. R: 30 feet. D: instant but effects permanent.

*Wood Shape:* Forms one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. R: touch. D: instant but effects permanent.

### 3rd Level

*Call Lightning:* Call down one lightning bolt (8d6 + level damage) per turn. The caster may target anyone within the spell's range. This spell is only usable outdoors within 360' of stormy weather. R: 360 ft. D: 1 turn/caster level.

*Cure Disease:* Cures person of any diseases, including magical diseases. R: touch D: instant but effects permanent.

*Dominate Animal:* Enchant an animal and direct it with simple mental commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature considerably larger than the dominated animal) are simply ignored. R: 30 feet. D: 1 minute/caster level.

*Hold Animal:* Paralyzes 1-4 animals. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

*Neutralize Poison:* Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: touch.

*Plant Growth:* Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 240 feet.

*Protection/Fire:* Cast upon a non-druid, this spell renders the target invulnerable to normal fire. Cast upon a druid, this spell also protects from magical fire, but such magical flames will immediately cancel the spell on the next turn. R: touch. D: 30 + 10/caster level minutes.

*Pyrotechnics:* Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.

*Water Breathing:* Subject can breathe water. R: 30 feet. D: 2 hours.

### 4th Level

*Animal Summoning I:* Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 1 hour.

*Control Temperature, 10' radius:* Allows the druid to vary the temperature in a given area (10' radius) by +/- 50 degrees. Mistletoe is required to cast this spell. R: 60 feet. D: 30 + 10/caster level minutes.

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

*Dispel Magic:* Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success). R: 120 feet. D: instant but effects permanent for spells or 10 minutes for items.

*Hallucinatory Forest:* This spell creates an illusionary forest covering an area of 30' x 30' per level. Creatures within this area will absolutely believe they are in a forest, acting and reacting appropriately to their surroundings. Other druids, magical woodland creatures, and treants are never fooled by this spell. R: 60 feet to forest edge. D: until dispelled.

*Insect Plague:* Insect swarms (20 x 20x 20 feet) attack creatures. Creatures under 2 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.

*Plant Door:* Allows the druid to pass through thick/dense vegetation. This 3' X 6' "door" is usable only by the caster,

but another druid or a dryad may follow. This spell may also be used to pass through solid tree trunks. The druid may decide to stay within the truck for up to the duration of the spell to hide from others. R: caster. D: 30 + 10/caster level minutes.

*Produce Fire:* Creates normal fire covering an area of 10' X 10'. This spell may be reversed to extinguish fires covering the same area. R: 30 feet. D: 10 minutes.

*Protection from Lightning:* This spell negates the effects of electrical attacks upon the target. The spell ceases after such an attack. R: touch D: 1 hour + 10/caster level minutes.

*Speak with Plants:* Can understand and speak with plants. R: 30 feet. D: 1 hour.

### 5th Level

*Animal Growth:* 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.

*Animal Summoning II:* Conjures 2 large animal (elephant, hippo, rhino, etc.), 6 medium sized animals (lions, tigers, bears, etc.) or 12 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 1 hour.

*Anti-Plant Shell:* Similar to the magic-user spell Anti-Magic Shell but instead of protecting from spells, it protects against attacks from plants and living vegetables. R: caster. D: 2 hours.

*Charm Plants:* Charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. R: 120 feet. D: until dispelled.

*Commune with Nature:* Same as the cleric spell Commune but must be performed outdoors and the answers received will only pertain to Nature. R: caster. D: 3 questions.

*Control Winds:* A druid may employ this spell to increase the force of, or calm, winds within 120' of the druid. The center-point of the spell's effect is the druid and follows the druid's movements. Such affected winds may influence flying creatures and sailing ships (forcing them out of the air or halting their maritime travel). A Control Winds spell cast upon an existing Control Winds spell will negate it. The spell's range is increased to 320 at 11th level, 400 at 12th level, and 480 at 12th druid level. R: 120 feet. D: 1 hour + 10/caster level minutes.

*Hold Plant:* Similar to the magic-user spell Hold Monster but affects living, magical or animated plants. This spell affects both treants and fungoid life forms. R: 30 feet + 10 feet/caster level. D: 1 hour + 10/caster level minutes.

*Pass Plant:* Allows the druid to enter one tree and emerge from another of the same species. The base distance travelled this way is 480 yards + modifier based on the tree type (Oak +120 yards. Ash, yew, linden, and elm -120 yards. Other deciduous trees -180 yards. Coniferous trees -240 yards). The tree's girth must be large enough to engulf the druid. Travel must be from one living tree to another. If no such tree exists within the range of the spell, then the spell fails and the druid re-emerges from the starting tree. R: see above. D: 10 minutes.

*Rock-Mud:* Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days.

*Sticks to Snakes:* Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

*Wall of Fire:* Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/caster level. Wall lasts as long as caster concentrates on it. R: 60 feet.



# MONSTERS

AC=Armor; HD=Hit Dice; AT=Attacks; MR: Morale; ST: Saving Throw; S=Special Abilities

Undead Immunities=Immune to sleep, charm, fear, paralysis

## Animals

**Animal, Herd Small:** AC: 12 HD: 2d8 AT: attack+2 (1d4) ST: 17 MR: 4 S: Small herd animals like wild goats, deer, etc.

**Animal, Herd Large:** AC: 12 HD: 4d8 AT: attack+4 (1d8) ST: 15 MR: 5 S: Large herd animals like cattle, oxen, caribou, etc.

**Ant, Giant:** AC: 16 HD: 3d8 AT: bite +3 (1d6) ST: 16 MR: 12 S: acid (2d6).

**Ape, Gorilla:** AC: 13 HD: 4d8 AT: bite +4 (1d6), claws +4 (1d3) ST: 15 MR: 8

**Ape, Carnivorous:** AC: 6 HD: 5d8 AT: bite +5 (1d8), claws +5 (1d6) ST: 14 MR: 9

**Baboon:** AC: 12 HD: 1d8 AT: bite +1 (1d4) ST: 18 MR: 6 S: Tribal

**Badger:** AC: 15 HD: 1d8 AT: bite +1 (1d3), claws +1 (1d2) ST: 18 MR: 7 S: burrows

**Badger, Giant:** AC: 15 HD: 3d8 AT: bite+3 (1d6) claws +3 (1d3) ST: 16 MR: 8 S: burrows, twice normal size

**Bat:** AC: 10 HD: 1d4, bite+1 (1d2) ST: 19 MR: 6

**Bat, Greater:** AC: 12 HD: 4d8 AT: bite +4 (1d10) ST: 15 MR: 8 S: Human-sized.

**Bat, Monster:** AC: 13 HD: 8d8 AT: bite +8 (2d8), claws +8 (1d6) ST: 11 MR: 8 S: Twice the size of a human.

**Bear, Black:** AC: 12 HD: 3d8 AT: bite+3 (1d6) paw+3 (1d3) ST: 16 MR: 7 S: 2d4 Hug if paw hit on 18+

**Bear, Brown:** AC: 13 HD: 5d8 AT: bite+5 (1d8) paw+5 (1d6) ST: 14 MR: 9 S: 2d6 Hug if paw hit on 18+

**Bear, Cave:** AC: 13 HD: 6d8 AT: bite+6 (1d12) paw+6 (1d8) ST: 13 MR: 11 S: 2d8 Hug if paw hit on 18+

**Bee, Giant:** AC: 12 HD: 1d4 AT: sting+0 (1d3) ST: 19 MR: 9 S: poison sting (save or incapacitated with pain, die in 2d6 rounds)

**Beetle, Giant Bombardier:** AC: 15 HD: 2d8 AT: bite+2 (2d8) ST: 17 MR: 7 S: farts acid cloud (3d6) and save vs stun (2d4 rounds).

**Beetle, Giant Fire:** AC: 15 HD: 1d8 AT: bite +1 (2d6) ST: 18 MR: 7 S: Light glans glow for 1d6 days after death.

**Beetle, Giant Stag:** AC: 16 HD: 7d8 AT: bite+7 (4d6) horns+7 (2d6) ST: 12 MR: 9

**Bison:** AC: 12 HD: 5d8 AT: trample (1d8) ST: 14 MR: 8 S: Herd may charge, doubling trample damage.

**Boar, Wild:** AC: 12 HD: 3d8 AT: gore +3 (3d4) ST: 16 MR: 9 S: attacks for 2 rounds after death.

**Camel:** AC: 13 HD: 3d8 AT: bite+3 (1d4) ST: 16 MR: 6

**Cat:** AC: 14 HD: 1d2 AT: claws+0 (1d2) ST: 18 MR: 7

**Centipede, Giant:** AC: 14 HD: 4d8 AT: bite +4 (1d6) ST: 15 MR: 7 S: poison (1d6 DEX).

**Cheetah:** AC: 15 HD: 3d8 AT: bite+3 (1d6), claws+3 (1d3) ST: 16 MR: 8 S: excellent smell

**Crap, Giant:** AC: 17 HD: 3d8 AT: pinchers+3 (2d6) ST: 17 MR: 7 S: if hit, DEX save or captured (autohit each round until freed).

**Crocodile:** AC: 15 HD: 3d8 AT: bite+3 (1d8), tail slap+3 (2d6) ST: 16 MR: 10

**Crocodile, Giant:** AC: 16 HD: 7d8 AT: bite+7 (2d8), tail slap+7 (2d12) ST: 12 MR: 11 S: Swallow on bite critical

**Dog:** AC: 11 HD: 1d8 AT: bite+1 (1d4) ST: 18 MR: 7

**Dog, War:** AC: 13 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 11 S: can wear armor

**Donkey:** AC: 12 HD: 2d8 AT: bite+2 (1d2) ST: 17 MR: 9

**Eagle:** AC: 15 HD: 1d8 AT: talons+1 (1d4), bite+1 (1d3) ST: 18 MR: 10

**Eagle, Giant:** AC: 11 HD: 3d8 AT: talons+3 (2d4), bite+3 (2d3) ST: 16 MR: 10

**Elephant:** AC: 16 HD: 11d8 AT: gore+11 (3d8), slam+11 (2d6) MR: 9 S: Tramples downed foes for 2d8

**Hawk:** AC: 15 HD: 1d8 AT: talons+1 (1d2) ST: 18 MR: 10

**Horse, Riding:** AC: 12 HD: 2d8 AT: bite +2 or kick +2 (1d4) ST: 17 MR: 7

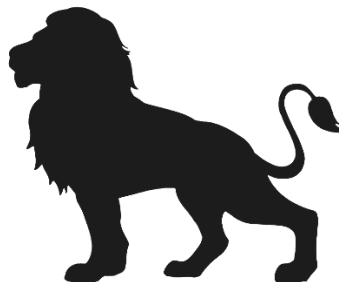
**Horse, War:** AC: 12 HD: 3d8 AT: bite +3 (1d6) or kick +3 (2d6) ST: 16 MR: 9 S: can wear armor; MR 11 when defending downed rider.

**Hyena:** AC: 14 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 9

**Leopard:** AC: 15 HD: 3d8 AT: bite+3 (1d6) claws+3 (1d3) ST: 16 MR: 8 S: rake on critical 1d3

**Lion:** AC: 15 HD: 5d8 AT: bite+5 (1d8) claws+5 (1d4) ST: 14 MR: 9 S: rake on critical 1d4

**Manta Ray:** AC: 12 HD: 4d8 AT: ram+4 (1d6) ST: 15 MR: 7



**Monkey:** AC: 11 HD: 1d8 AT: bite+1 (1d3) ST: 18 MR: 6

**Mule:** AC: 12 HD: 2d8 AT: Kick +2 (1d4) ST: 17 MR: 8

**Octopus:** AC: 16 HD: 2d8 AT: bite+2 (1d3) ST: 17 MR: 6 S: Arms grab and hold (auto bite if held), black ink jet acts as darkness

**Octopus, Giant:** AC: 16 HD: 8d8 AT: bite+8 (1d8) ST: 11 MR: 6 S: Arms grab and hold (auto bite if held, 1d4 grab damage), black ink jet acts as darkness

**Porpoise:** AC: 14 HD: 3d8 AT: head butt+3 (1d6) ST: 16 MR: 10 S: Highly Intelligent, Sonar, breathes air.

**Rabid Animal:** Effective HD: +1: Attack: As normal animal of same type, but never needs to make a morale check: bite attack carries rabies (Onset in 2d6 weeks, until cured no natural healing or second wind, -1d4 MIND per day, die at 0 Mind).

**Rat, Giant:** AC: 12 HD: 1d8 AT: bite +1 (1d3) ST: 18 MR: 8 S: 1 in 20 chance of disease from bite.

**Rat, Monstrous:** AC: 13 HD: 3d8 AT: bite or claws +3 (1d6) ST: 16 MR: 7 S: 1 in 20 chance of disease from bite.

**Scorpion, Giant:** AC: 17 HD: 4d8 AT: 2 claws +4 (1d10), sting +4 (1d4, poison) ST: 15 MR: 11 S: poison causes paralysis and loss of 1 BP per minute.

**Shark:** AC: 15 HD: 4d8 AT: bite +4 (2d6) ST: 15 MR: 7

**Shark, Giant:** AC: 16 HD: 10d8 AT: bite +10 (3d10) ST: 19 MR: 7

**Slug, Giant:** AC: 11 HD: 12d8 AT: bite +12 (2d6) ST: 7 MR: 10 S: spits acid (2d6).

**Snake, Constrictor:** AC: 14 HD: 2d8, AT: constriction (1d3) ST: 17 MR: 7 S: On successful attack, automatic 1d3 damage thereafter until dead.

**Snake, Giant Constrictor:** AC: 14 HD: 6d8 AT: constriction +4 (1d6) ST: 13 MR: 7 S: On successful attack, automatic 1d6 damage thereafter until dead.

**Snake, Giant Viper:** AC: 14 HD: 4d8 AT: bite +4 (1d3 + poison) ST: 15 MR: 7 S: Poison bite does 2 BP per minute.

**Snake, Viper:** AC: 14 HD: 1d8 AT: bite +1 (1hp + poison) ST: 18 MR: 7 S: Poison bite does 1 BP per minute.

**Spider, Giant:** AC: 13 HD: 2d8+2 AT: bite +2 (1d8) ST: 17 MR: 8 S: bite causes paralysis via poison, surprise on 1-5.

**Swarm, Bats:** AC: 12, HD: 3-4d8, AT: 1 bite +HD (1d8), ST: 17, MR: 8 S: Attacks made against the swarm are made at -2 and have a 50% chance of hitting random adjacent creature, flies)

**Swarm, Insects:** AC: 13, HD: 2-4d8, AT: 1 bite +HD (1d3) (double against no armor), ST: 17, MR: 11, S: Unaffected by weapons, may or may not fly, may or may not have poison causing paralysis

**Swarm, Rats:** AC: 12, HD: 3-4d8, AT: 1 bite +HD (1d8), ST: 17, MR: 8 S: Attacks made against the swarm are made at -2, bite has 5% chance of causing disease)

**Tick, Giant:** AC: 15 HD: 3d8 AT: bite+3 (1d6) ST: 16 MR: 7 S: attaches on a hit and will deal 1d6 damage automatically every round.

**Tiger:** AC: 13 HD: 6d8 AT: bite+6 (1d8), claws+6 (1d4) ST: 14 MR: 9 S: Surprise on 1-4.

**Tiger, Sabre-Tooth:** AC: 14 HD: 8d8 AT: bite+8 (2d8), claws+8 (1d8) MR: 10

**Toad, Giant:** AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 19 MR: 6 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 making bite attack like pole arms.

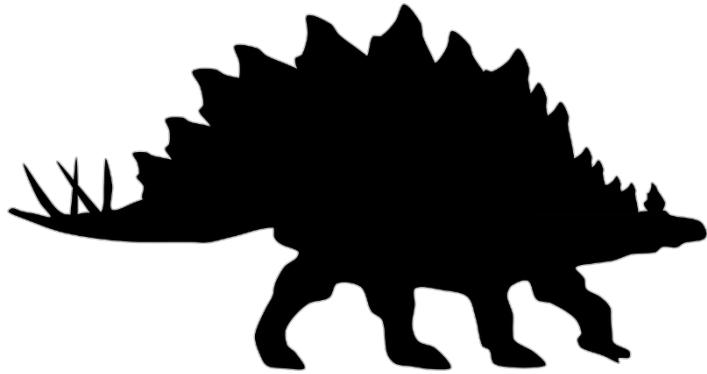
**Wasp, Giant:** AC: 11 HD: 1d6 AT: sting+0 (1d4) ST: 19 MR: 7 S: poison sting (save or incapacitated with pain, die in 2d6 rounds)

**Whale, Killer:** AC: 13 HD: 6d8 AT: bite+6 (2d10) ST: 13 MR: 10 S: swallows small creatures whole (1d6 damage per round)

**Whale, Great:** AC: 13 HD: 36d8 AT: bite+15 (3d20) ST: 4 MR: 10 S: swallows human-sized creatures whole (3d6 damage per round), may attack ships

**Wolf:** AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 8 (6 if not in pack)

**Wolf, Dire:** AC: 13 HD: 4d8 AT: bite+4 (2d4) ST: 15 MR: 8



## Dinosaurs

Although the term "dinosaur" is rather specific, these statistics can be used for any large prehistoric creature likely to be found in a "lost world" area.

**Dinosaur, Aquatic Large:** AC: 14 HD: 16d8 AT: bite+15 (3d6) ST: 12 MR: 9 S: Any larger aquatic dinosaur such as a plesiosaur or mosasaur.

**Dinosaur, Aquatic Small:** AC: 13 HD: 4d8 AT: bite+4 (1d6) ST: 12 MR: 7 S: Any smaller aquatic dinosaur such as an ichthyosaur.

**Dinosaur, Carnivore Large:** AC: 15 HD: 20d8 AT: 2 claws+15 (2d6), bite+15 (5d8) ST: 11 MR: 9 S: Any larger carnivorous land dinosaur such as a tyrannosaur or a spinosaur.

**Dinosaur, Carnivore Small:** AC: 14 HD: 3d8 AT: 2 claws+3 (1d3) bite+3 (1d8) ST: 15 MR: 9 S: Any smaller carnivorous land dinosaur such as a deinonychus or a dimetrodon.

**Dinosaur, Flyer Large:** AC: 15, HD: 5d8, AT: Bite +5 (1d6), ST: 14, MR: 8 S: Any larger flying dinosaur such as Pteranodon or Quetzalcoatlus

**Dinosaur, Flyer Small:** AC 11 HD: 1d8, bite+1 (1d4) ST: 18 MR: 6, S: Any smaller flying dinosaur such as Rhamphorhynchus, Microraptor or Archaeopteryx

**Dinosaur, Herbivore Large:** AC: 14 HD: 25d8 AT: Tail+15 (2d8), Trample+15 (4d8) ST: 13 MR: 7 S: Any larger herbivorous land dinosaur such as a sauropod.

**Dinosaur, Herbivore Small:** AC: 14 HD: 6d8 AT: Horn+6 (2d6) ST: 15 MR: 7 S: Any smaller herbivorous land dinosaur such as a triceratops or ankylosaur.

## Humans, Individuals

**Common Man:** AC: 10 HD: 1d2 AT: improvised weapon-2 (1d2) ST: 19 MR: 4 S: Background (roll as +1 level per 25 years of age)

**Specialist, Apprentice:** AC: 10 HD: 1d2 AT: improvised weapon-2 (1d2) ST: 19 MR: 4 S: Background (roll as level 2)

**Specialist, Journeyman:** AC: 10 HD: 1d6 AT: improvised weapon-1 (1d2) ST: 19 MR: 4 S: Background (roll as level 4)

**Specialist, Master:** AC: 10 HD: 1d2 AT: improvised weapon+0 (1d2) ST: 19 MR: 4 S: Background skill (roll as level 6)

**Militia Man:** AC: 10 HD: 1d4 AT: improvised weapon+0 (1d3) ST: 19 MR: 6 S: Background (roll as +1 level per 25 years of age)

**Man-At-Arms, Green:** AC: 10+1d4 HD: 1d6 AT: weapon+0 (1d6) ST: 19 MR: 7 S Background (roll as +1 level per 25 years of age)

**Man-At-Arms, Veteran:** AC: 12+1d4 HD: 1d6+2 AT: weapon+1 (1d8) ST: 18 MR: 8 S Background (roll as +1 level per 25 years of age)

**Man-At-Arms, Sergeant:** AC: 13+1d4 HD: 2d8 AT: weapon+2 (1d8) ST: 15 MR: 9 S: Background (roll as +1 level per 25 years of age)

**Man-At-Arms, Officer:** AC: 14+1d4 HD: 3d8 AT: weapon+3 (1d10) ST: 13 MR: 9 S Background (roll as +1 level per 25 years of age)

**Man-At-Arms, Captain:** AC: 15+1d4 HD: 2d8+8 AT: weapon+3 (1d10) ST: 12 MR: 10 S: Background (roll as +1 level per 25 years of age)

## Humans, Groups

NA-Number Appearing (Wandering/In Lair) OB: Order of Battle

**Berserkers:** NA: 2d10/10d10 OB: 20% Veteran Men-at-Arms, 80% Green Men-at-Arms. 1 Sergeant per 10 men. 1 Officer per 25 men. 1 Captain per group. 5% per 50 men of 1 Magic-User (level 1d6). S: Battle Lust: Berserkers never check morale and attack at +2.

**Brigands:** NA: 3d10/10d20 OB: 40% Veteran Men-at-Arms, 60% Green Men-at-Arms. 1 Sergeant per 20 men. 1 Officer per 60 men. 1 Captain if over 100 men. 15% per 50 men of 1 Magic-User (level 1d4). If in lair: 50% chance of 2d6 prisoners. 90% chance of camp followers equal to 30% of group size.

**Buccaneers:** NA: varies by ship size (50-300) OB: 60% Veteran Men-at-Arms, 40% Green Men-at-Arms. 1 Sergeant per 25 men. 1 Officer per 50 men. 1 Captain per ship. 15% per 50 men of 1 Magic-User (level 1d6). 30% chance of 1d6 prisoners.

**Dervishes:** 4d10/30d10 OB: 80% Veteran Men-At-Arms, 20% Green Men-at-Arms. 1 Sergeant per 30 men. 1 Officer per 50 men, 1 Captain per 100 men. Leader: 1 Priest (Cleric Level 1d6). In Lair: 50% chance of 2d6 prisoners. 50% of camp followers equal to 30% group size.

**Merchant Caravan:** NA: 30d10 OB: 10% actual merchants (Specialists), 10% drovers, 80% Men-at-Arms (20% Veteran/80% Green, 1 Sergeant per 20 men, 1 officer per 40 men, 1 captain) Merchandise worth 1d12 times 5000gp, 10 pack animals or 1 wagon needed per 2500gp. 5% per 5000gp of 1 Magic-User (level 1d4).

**Nomads:** 4d10/30d10 OB: 40% Veteran Men-At-Arms, 60% Green Men-at-Arms. 1 Sergeant per 30 men. 1 Officer per 50 men, 1 Captain per 100 men. 20% per 50 men of 1 Magic-User (level 1d6) In Lair: 50% chance of 2d6 prisoners. Camp followers equal to 100% group size.

**Tribesmen:** 3d10/30d10 OB: 30% Veteran Men-at-Arms, 70% Green Men-at-Arms. 1 Sergeant per 30 men. 1 Officer per 50 men, 1 Captain per 100 men. 25% chance per 50 men of 1 Magic-User (level 1d3). In Lair: Camp followers equal to 200% of group size.

## Humans, Cultist

Members of strange, often chaotic cults centered on a minor entity (deity, demon, etc.) from another plane. The entity grants powers in exchange for service, sacrifices, and/or worship. Cultists often take have some sort of aberrant appearance hinting at the entity they serve. The power level and usefulness

of strange cult powers and cult magic items vary with the power of the cult focus entity and in some cases the size of the cult. Cult magic items only work properly for members of the cult.

**Cultist:** AC: 10 HD: 1d2 AT: improvised weapon-2 (1d2) ST: 19 MR: 8 S: Background (roll as +1 level per 25 years of age), 30% chance of 1 strange cult power beyond the normal rules usable 1d4 times per day, 5% chance of 1 cult magic item.

**Cultist, Guard:** AC: 12+1d4 HD: 1d6+2 AT: weapon+1 (1d8) ST: 18 MR: 9 S: Background (roll as +1 level per 25 years of age), 50% chance of 1 strange cult power beyond the normal rules usable 1d4 times per day, 25% chance of 1 cult magic item.

**Cultist, Guard Sergeant:** AC: 14+1d4 HD: 3d8 AT: weapon+3 (1d10) ST: 13 MR: 10 S: Background (roll as +1 level per 25 years of age), 1d2 strange cult powers beyond the normal rules each usable once per day. 70% chance of 1 cult magic item.

**Cultist, Guard Leader:** AC: 15+1d4 HD: 2d8+8 AT: weapon+3 (1d10) ST: 12 MR: 11 S: Background (roll as +1 level per 20 years of age), 1d2 strange cult powers beyond the normal rules each usable once per day, 1d2 cult magic items.

**Cultist, Lesser Priest:** AC: 10+1d4 HD: 2d6+6 AT: weapon (1d4) ST: 17 MR: 9 S: Background (roll as +1 level per 20 years of age), Spells as cleric level 1d3, Has 1d3 strange cult powers beyond the normal rules.

**Cultist, Priest:** AC: 12+1d4 HD: 3d6+6 AT: weapon+2 (1d4) ST: 15 MR: 10 S: Background (roll as +1 level per 15 years of age), spells as cleric level 1d3+3, Has 1d3+1 strange cult powers beyond the normal rules, 1d2 cult magic items.

**Cultist, High Priest:** AC: 14+1d4 HD: 5d6+6 AT: weapon+4 (1d4) ST: 12 MR: 11 S: Background skill (roll as +1 level per 10 years of age), Spells as cleric level 1d3+6, Has 1d3+2 strange cult powers beyond the normal rules, 1d2+2 cult magic items.



## Fantastic Creatures

**Ancient Lurker:** AC: 16, HD: 8d8, AT: 4 tentacles +6 (1d6), ST: M08, MR: 9 S: Swims, creatures hit by tentacle can only breathe water for 2d4 rounds, creatures hit by tentacles while underwater are mentally dominated for 24 hours or until Ancient Lurker dies, Create Illusions.

**Angel:** AC: 25 HD: 20d8 AT: 2 weapon + 15 (2d8) , ST: 3 MR: 12 S: Natural Defense: 4, Immune to spells less than 5th level, Cast as level 12 cleric, teleport at will, special powers as granted by patron deity.

**Animated Object, Small:** AC: 12, HD: 1d8, AT: Slam +2 (1d6), ST: 18, MR: 12 S: Immune to poison, illusions, or charms

**Animated Object, Medium:** AC: 10, HD: 2d8, AT: Slam +3 (1d8), ST: 18, MR: 12 S: Immune to poison, illusions, or charms  
**Animated Object, Large:** AC: 8, HD: 4d8, AT: Slam +5 (2d6), ST: 18, MR: 12 S: Immune to poison, illusions, or charms

**Anhkheg:** AC: 16 HD: 5d8 AT: bite +5 (1d10) ST: 14 MR: 8 S: Squirt acid (3d6).

**BADGER, GIANT:** AC: 15 HD: 3d8 AT: 2 claws +3 (1d6), bite+3 (1d6) ST: 16 MR: 8

**Banshee:** AC: 20 HD: 7d8 AT: claw +7 (1d8) ST: 12 MR: 12 S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments.

**Basilisk:** AC: 15 HD: 6d8 AT: bite +6 (1d10) ST: 13 MR: 9 S: petrifies onlookers (FORT save).

**Beetle, Giant Fire:** AC: 15 HD: 1d8 AT: bite +1 (2d6) ST: 18 MR: 7 S: Light glands glow for 1d6 days after death.

**Black Pudding:** AC: 13 HD: 10d8 AT: slam +10 (3d8) ST: 9 MR: 12 S: immune to everything but fire, divides when hit, corrodes metal.

**Blink Dog:** AC: 15 HD: 4d8 AT: bite +6 (1d6) ST: 15 MR: 6 S: teleports, hate coeurls.

**Boar, Wild:** AC: 12 HD: 3d8 AT: gore +3 (3d4) ST: 16 MR: 9 S: attacks for 2 rounds after death.

**Brain Eater:** AC: 14 HD: 8d8 AT: mouth tentacles +8 (1d6, special) or weapon +8 ST: 11 MR: 7 S: on hit by tentacles 1d4 turns later tentacles reach brain, killing victim; Psi Blast (8d6 cone of mental force, save to confused), 90% magic resistant.

**Brown Hulk:** AC: 17 HD: 8d8 AT: 2 claws (2d6) or bite +8 (2d4) ST: 11 MR: 9 S: burrows through rock, eyes cause confusion.

**Bugbear:** AC: 14 HD: 3d8 AT: bite +3 (2d4) or weapon +3 ST: 16 MR: 9 S: surprise foes on a 1-3.

**Bulette:** AC: 22, HD: 5d8, AT: 1 bite +6 (2d8) and 2 claws +5 (2d6) or 4 claws +3 (2d6), ST: 12, MR: 12 S: Sense vibrations, burrows through rock, can jump, likes the taste of horses, hates the taste of elves and dwarves.

**Catoblepas:** AC: 12 HD: 6d8 AT: tail +6 (1d3 + stun) ST: 13 MR: 8 S: gaze (FORT save).

**Carcass Creeper:** AC: 16 HD: 3d8 AT: 8 tentacles +3 (paralysis) ST: 16 MR: 8 S: walk on walls and ceilings.

**Centaur:** AC: 15 HD: 4d8 AT: 2 kick +4 (1d6) or weapon +4 ST: 15 MR: 8

**Chimera:** AC: 15 HD: 9d8 AT: 2 claws +9 (1d3), goat gore +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4) ST: 10 MR: 9 S: breathes fire (3d6), flies.

**Cockatrice:** AC: 13 HD: 5d8 AT: bite +5 (1d3) ST: 14 MR: 7 S: petrifying bite.

**Coeurl:** AC: 15 HD: 6d8 AT: tentacles +6 (2d6) ST: 13 MR: 9 S: appear 3 feet from actual position (+2 to defense and saves), hate blink dogs.

**Color Out of Space:** AC: 14, HD: 10d8, AT: Engulf +10 (special) ST: 9, MR: 10 S: Only hit by magic weapons, touch drains levels or acts as Disintegrate spell, spoils food.

**Couatl:** AC: 21, HD: 12d8 (+10), AT: 1 bite +12 (1d3), ST: 8, MR: 12, S: Flies, Cast spells as cleric of 13th level, communicate telepathically, read minds, on successful attack poison causes 2d8 extra damage and constriction causes automatic 1d6 damage until dead or released.

**Cthonian:** AC: 19, HD: 8d8, AT: 4 tentacles +8 (2d4) or trample +8 (4d8) ST: 11, MR: 11 S: Burrows, can cause earthquakes, immune to heat damage, instantly slain by immersion in water, telepathically charm.

**Dark Young of Shub-Niggurath:** AC: 12, HD: 8d8, AT: 4 tentacles +8 (2d4) or trample +8 (4d8) ST: 11, MR: 10 S: Only hit by magic weapons, on successful tentacle attack automatic 1d3 damage every round thereafter until dead.

**Deep Scum:** AC: 14, HD: 2d8, AT: Spear +2 (1d8), ST: 17, MR: 12 S: Swims, Attacks that miss by 2 or less start a grapple thanks to sticky slime coating, 1 in six chance to act randomly as if Confused, -1 to attacks in bright light.

**Demon (First Circle):** AC: 15 HD: 5d8 Attack: Claw +5 (1d6), MR: 9 ST: 14 S: 25% Magic Resistance, Darkness 5' range Spell like powers: Telekinesis, Gate demons 10%



**Demon (Second Circle):** AC: 17 HD: 6d8 Attack: Bite +6 (1d8), MR: 9 ST: 13 S: 25% Magic Resistance, Darkness 15' range, Spell like powers: Telekinesis, Fear, Levitate, Gate Demons 20%

**Demon (Third Circle):** AC: 19 HD: 7d8 Attack: 2 Pincers +7 (1d8), MR: 9 ST: 12 S: 25% Magic Resistance, Darkness 10' range, Spell like powers: Telekinesis, Fear, Pyrotechnics, Polymorph, Get demons 30% chance

**Demon (Fourth Circle):** AC: 15 HD: 8d8 Attack: Bite +8 (2d6), MR: 9 ST: 11 S: 30% Magic Resistance, Flies, only hit by magic weapons, Darkness 10' range, Spell like powers: Detect Magic, Tongues, Telekinesis, Fear, Improved Phantasmal Forces, Dispel Magic, Polymorph, Gate Demons 60% chance.

**Demon, Baal-Rog:** AC: 17 HD: 9d8 AT: sword or flaming whip +9 (2d6) ST: 8 MR: 9 S: flies, flaming (3d8 damage to all in contact), darkness, 10 ft. r., natural defense: 4, 75% magic resistance, immune to non-magic weapons. Spell-like powers: cause fear, detect magic and invisible, read magic and languages, pyrotechnics, dispel magic, suggestion, telekinesis, symbols (fear, discord, and sleep), and gate demons 70%.

**Demon, Lemure:** AC: 17 HD: 3d8 AT: claws (1d6) ST: 14 MR: 7 S: regenerate 1 HP/minute.

**Demon, Marilith:** AC: 20 HD: 8d8 Attack: 3 greatswords (1d8), MR: 9 ST: 11 S: Only hit by magic weapons, 70% magic resistance, Darkness 5' range, Spell like powers: Chaos, Levitate, detect invisible, Gate demons 50% chance

**Demon, Succubus:** AC: 10 HD: 6d8 AT: 2 claws (1d6) or kiss (drain 1 energy level) ST: 11 MR: 9 S: immune to non-magic weapons, natural defense: 2, 70% magic resistance, darkness 5 ft. r. Spell-like powers: Ethereal, charm person, ESP, clairaudience, suggestion, shape change (humanoid forms only), gate demons 40%.

**Devil, Barbed:** AC: 15 HD: 5d8 Attack: 2 Bone Spikes +5 (1d6+fear), MR: 10 ST: 14 S: 30% magic resistance, Spell-like powers Teleport, Charm Person, Produce Flame, Hold Person.

**Devil, Bone:** AC: 16 HD: 6d8 Attack: Hook +6 (1d6) Tail Sting +6 (1d6+poison), MR: 9 ST: 13 S: 40% Magic Resistance, Fear aura, Poison sting (1d4 STR), Spell-like powers: Teleport, Charm Person, Phantasmal Forces, Invisibility, Wall of Ice.

**Devil, Chained:** AC: 18, HD: 7d8, AT: 2 spiked chains +7 (2d4), ST: 12, MR: 10 S: Only hit by silver or magic weapons, 50% spell resistance, regenerate 2 HP per minute, gaze causes -2 penalty to attacks for 1d3 rounds.

**Devil, Fury:** AC: 13 HD: 6d8 Attack: Sword +6 (1d6+poison) or Lasso +6, MR: 11 ST: 13 S: Flies, Knockout poison on sword, 30% magic resistance true seeing, spell-like abilities: Teleport, Charm Person, Fear, Invisibility, Produce Flame, Locate Object

**Devil, Horned:** AC: 16 HD: 7d8 Attack: Pitchfork +7 (1d6+2) or Tail +7 (1d6 plus 1 HP/round), MR: 10 ST: 12 S: Flies, fear aura, only hit by magic weapons, Tail wounds caused require magical healing, Spell-like powers: Teleport, Charm Person, ESP, Pyrotechnics, Produce Flame, Improved Phantasmal Forces, Wall of Fire.

**Devil, Ice:** AC: 17 HD: 8d8 Attack: Spear or mandibles +8 (1d6+1), MR: 12 ST: 11 S: Regenerate 1 hp/round Spear affects as Slow spell, Fear aura, 60% magic resistance, breathes cone of cold (3d8), Spell like powers: Teleport, Charm Person, Fly, Wall of Ice, Detect Magic, Polymorph.

**Devil, Imp:** AC: 18, HD: 2d8+2, AT: Tail sting +2 (1d4), ST: 13, MR: 6, S: flies, poison causes paralysis and loss of 1 BP per minute, only hit by silver or magic weapons, can assume the form of a specific kind of vermin, invisibility, can ask 6 questions of demon lords per week and receive correct answer

**Devil, Pit:** AC: 17 HD: 9d8 Attack: Morningstar +9 (2d6) or Tail constrict +9 (1d6), MR: 10 ST: 8 S: Flies, Regenerate 2 hp/round 65% Magic resistance, on successful Tail Constrict, automatic 1d6 damage until dead, Spell-like powers: Teleport, Charm Person, Pyrotechnics, Wall of Fire, Detect Magic, Hold Person, Polymorph

**Devil, Scaled, Black:** AC: 15, HD: 4d8+1, AT: 2 Claws +4 (1d4) Or Sting +4 (1d6), ST: 14, MR: 8, S: Only hit by silver or magic weapons, regenerate 1 HP per minute, 30% spell resistance, flies, sting injects acid (Save or incapacitated with pain, 1 BP per minute), spell-like powers: Cause fear (single target), Charm Person, Suggestion, Produce Flame,

Pyrotechnics.

**Devil, Scaled, Green:** AC: 17, HD: 5d8+2, AT: 2 Claws +5 (1d4) Or Sting +5 (1d6), ST: 11, MR: 8, S: Only hit by silver or magic weapons, regenerate 1 HP per minute, 30% spell resistance, flies, poison sting (1d6 STR), spell-like powers: Cause fear (single target), Charm Person, Suggestion, Produce Flame, Pyrotechnics.

**Devil, Scaled, Red:** AC: 19, HD: 6d8+3, AT: 2 Claws +6 (1d4) Or Sting +6 (1d6), ST: 10, MR: 11, S: Only hit by silver or magic weapons, regenerate 1 HP per minute, 30% spell resistance, flies, stinger sprays fire (3d6), spell-like powers: Cause fear (single target), Charm Person, Suggestion, Produce Flame, Pyrotechnics.

**Djinn:** AC: 15 HD: 7d8 AT: fist or weapon +7 ST: 12 MR: 12 S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.

**Doppelganger:** AC: 14 HD: 4d8 AT: claw +4 (1d12) ST: 15 MR: 8 S: imitate humanoids, immune to sleep and charm. +5 on magic saves.

**Dragon, Amethyst:** AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, spits exploding crystal (7d8 and knocked prone), telekinetic, can telepathically communicate with any intelligent creature, assume animal form, walk on liquids.

**Dragon, Black:** AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (3d6) ST: 10 MR: 9 S: flies, breathes line of acid (7d8).

**Dragon, Blue:** AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, breathes line of lightning (9d8).



**Dragon, Brass:** AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (4d4) ST: 10 MR: 9 S: flies, breathes cloud of sleep or fear gas.

**Dragon, Bronze:** AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, breathes lightning (9d8) or repulsion.

**Dragon, Copper:** AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (5d4) ST: 9 MR: 9 S: flies, breathes acid cloud (8d8) or slow.

**Dragon, Crystal:** AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (2d8) ST: 11 MR: 9 S: flies, breathes beam of blinding laser light (4d8 and blinded for 1 turn), spell-like powers: Charm Person, Color Spray, Suggestion.

**Dragon, Emerald:** AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (3d6) ST: 10 MR: 9 S: flies, ultrasonic scream (5d8 and deaf for 1d4+3 rounds), immune to nonmagical flames and sonic attacks, spell-like powers: Fog, ESP.

**Dragon, Green:** AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (2d10) ST: 9 MR: 9 S: flies, breathes cloud of chlorine gas (8d6).

**Dragon, Gold:** AC: 19 HD: 11d8 AT: 2 claws +11 (1d6), bite +11 (3d12) ST: 6 MR: 10 S: flies, breathes cloud of poisonous gas or cone of fire (11d8), uses magic as MU of level 1 to 8 (by age), assume human form.



**Dragon, Iron:** AC: 17, HD: 6d8, AT: 2 claws +6 (1d6), bite +6 (2d8) ST: 11, MR: 9, S: flies, breathes cloud of hyper-salinated water vapor (harmless, but affects iron and steel items in area of effect as the touch of a rust monster).

**Dragon, Red:** AC: 17 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) ST: 7 MR: 9 S: flies, breathes cone of fire (10d8), uses magic as MU of level 1 to 6 (by age - 2).

**Dragon, Sapphire:** AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (2d10) ST: 9 MR: 9 S: flies, ultrasonic moan (6d8 and effects of a *Fear* spell), immune to fear, climb on walls, spell-like powers: Move Earth, Wall of Stone.

**Dragon, Silver:** AC: 18 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) ST: 7 MR: 9 S: flies: breathes cloud of poisonous gas or cone of cold (10d8), uses magic as MU of level 1 to 8 (by age), assume human form.

**Dragon, Topaz:** AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (2d8) ST: 11 MR: 9 S: flies, breathes cone of dehydrating salt (4d8, 1d4 STR, and evaporates any exposed liquid), amphibious, spell-like powers: Animate Object, Control Wind, Polymorph Self, Protection from Evil.

**Dragon, Yellow:** AC: 17 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d8) ST: 12 MR: 9 S: flies, breathes spray of thick, highly inflammable slime (dries rock-hard in one round, completely immobilizing anyone coated in it or standing in it, dissolves in 1 round if exposed to acid, digestive juices, or strong alcohol. If ignited while wet, does 5d6 fire damage first round and 1d6 fire damage on subsequent 1d4 rounds. If ignited while dry, explodes for 5d6 damage in a 30-foot radius.)

**Dragon, White:** AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (2d8) ST: 11 MR: 9 S: flies, breathes cone of cold (6d8).

**Dragon Turtle:** AC: 21 HD: 20d8 AT: 2 claws +15 (1d8), bite +15 (10d6) ST: 3 MR: 10 S: natural defense: 3, swims well, slow on land, breathes steam cloud (20d8) only when in water.

**Drider:** AC: 15, HD: 4d8, AT: Fangs +4 (1d6) or dagger (1d6), ST: 13, MR: 9 S: Bite causes paralysis, surprise on 1-5, cast spells as 6th level Cleric.

**Drow:** AC: 14, HD: 2d8 (+2), AT: Scimitar or Hand Crossbow +2 (1d8), ST: 16, MR: 9 S: Standard elf abilities, poisoned weapon causes Sleep effect, spell-like powers: Darkness, Faerie Fire)

**Dryad:** AC: 14 HD: 2d8 AT: weapon +2 ST: 17 MR: 6 S: charm.

**Dwarf:** AC: 15 HD: 1d6+1 AT: warhammer +1 (1d8) ST: 16 MR: 10 S: standard dwarf abilities.

**Elder Thing:** AC: 15, HD: 5d8, AT: 5 tentacles +5 (1d6) ST: 14, MR: 10 S: Amphibious, spells as 5th level Magic-User.

**Efreet:** AC: 16 HD: 10d8 AT: slam +10 (2d8) ST: 9 MR: 12 S: flies, wall of fire, creation of things, create illusions, invisibility, and immune to mundane weapons.

**Elemental, Air:** AC: 19 HD: 12d8 AT: slam +12 (2d8) ST: 7 MR: 10 S: whirlwind, extra damage against foes in the air (1d6).

**Elemental, Air, Primordial:** AC: 22, HD: 16d8, AT: Slam +16 (3d6), ST: 5, MR: 10, S: Whirlwind, extra damage against foes in the air (1d8)

**Elemental, Air, Lesser:** AC: 18, HD: 8d8, AT: Slam +8 (1d10), ST: 9, MR: 10, S: Whirlwind, extra damage against foes in the air (1d4)

**Elemental, Earth:** AC: 19 HD: 12d8 AT: slam +12 (4d8) ST: 7 MR: 10 S: tear down stone, extra damage against foes standing on the ground (1d8).

**Elemental, Earth, Primordial:** AC: 22, HD: 16d8 (+12), AT: Slam +16 (5d8), ST: 5, MR: 10, S: Tear down stone, Extra damage against foes on the ground (1d10)

**Elemental, Earth, Lesser:** AC: 18, HD: 8d8, AT: Slam +8 (2d6), ST: 9, MR: 10, S: Tear down stone, Extra damage against foes on the ground (1d6)

**Elemental, Fire:** AC: 19 HD: 12d8 AT: slam +12 (3d8) ST: 7 MR: 10 S: ignite materials.

**Elemental, Fire, Primordial:** AC: 22, HD: 16d8 (+12), AT: Slam +16 (4d8), ST: 5, MR: 10, S: ignite combustible materials

**Elemental, Fire, Lesser:** AC: 18, HD: 8d8, AT: Slam +8 (1d12), ST: 9, MR: 10, S: ignite combustible materials.

**Elemental, Water:** AC: 19 HD: 12d8 AT: slam +12 (3d10) ST: 7 MR: 10 S: overturn boats, extra damage against swimming foes (1d6).

**Elemental, Water, Primordial:** AC: 22, HD: 16d8 (+12), AT: Slam +16 (3d10), ST: 5, MR: 10, S: Overturn boats, extra damage against swimming foes (1d8)

**Elemental, Water, Lesser:** AC: 18, HD: 8d8, AT: Slam +8 (1d12), ST: 9, MR: 10, S: Overturn boats, extra damage against swimming foes (1d4)

**Elf:** AC: 14 HD: 1d8 AT: sword or longbow (1d6) ST: 16 MR: 8 S: standard elf abilities.

**Eye Globe:** AC: 17 (Eye Stalks: 15) HD: Body 40 HP, Eye Stalk 10 HP each AT: 1d4 eyes ST: 8 MR: 8 S: floats about; large body eye generates anti-magic ray; 12 smaller eyes do: 1-charm person ray, 2-charm monster ray, 3-death ray, 4-2d6 damage ray, 5-sleep ray, 6-telekenesis ray, 7-slow ray, 8-fear ray, 9-stoning ray, 10-disintegration ray, 11-turn/control undead ray, 12-mind reading ray.

**False Dragon:** AC: 17 HD: 10d8, AT: 2 Claws +10 (1d8) or bite (2d8), ST: 10, MR: 11, S: Breathes line of fire (2d6), immune to fire, attacks dragons on sight, rudimentary wings too small to fly.

**Fire Vampires of Cthugha:** AC: 17, HD: 2d8, AT: Touch +2 (1d6), ST: 17, MR: 12, S: Ignite flammable materials, only hit by magic weapons, hit with touch attack causes fire vampire to regain 1d4 HP.

**Flying Polyp:** AC: 17, HD: 12d8, AT: 2d6 tentacles +12 (1d8), ST: 7, MR: 9, S: incorporeal, become invisible, only hit by magic weapons, immune to fire damage, double damage from lightning or electricity, control winds.

**Gargoyle:** AC: 14 HD: 4d8 AT: 2 claws +4 (1d3) or bite +4 (1d6), horns +4 (1d4) ST: 15 MR: 11 S: fly.

**Gas Spore:** AC: 10 HD: 1 HP, Attack: None, MR: N/A ST: 19 S: 1 in 4 chance of being mistaken for eye globe, if killed explodes dealing 4d6 damage (Reflex save half).

**Gelatinous Cube:** AC: 11 HD: 4d8 AT: slam +4 (2d4) ST: 15 MR: 12 S: touch paralyses, immune to lightning and cold, surprise foes on a 1-4.

**Ghast:** AC: 13 HD: 3d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) ST: 16 MR: 9 S: undead immunities touch paralyses, humans slain by ghouls rise again as ghouls in 24 hours. Regenerate 1 HP/minute until slain.

**Ghost:** AC: 20, HD: 10d8 (+9), AT: 1 touch (1d6) ST: 10, MR: 10 S: Only hit by magic weapons, touch causes paralysis, gaze causes fear and paralysis (save separately), Possess (as Magic Jar), Telekinesis, returns from being destroyed if not laid to rest

**Ghoul:** AC: 13 HD: 2d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) ST: 17 MR: 9 S: undead immunities touch paralyses, humans slain by ghouls rise again as ghouls in 24 hours.

**Giant, Cloud:** AC: 17 HD: 13d8 AT: weapon +13 (6d6) or hurl rocks +13 (3d6) ST: 6 MR: 10 S: only surprised on a 1.

**Giant, Cyclops:** AC: 15, HD: 13d8, AT: 1 giant club +12 (3d10) or hurl rocks +10 (3d6), ST: 7, MR: 9, S: Bestow curse.



**Giant, Ettin:** AC: 17, HD: 8d8, AT: 2 giant clubs +8 (2d6) or hurl rocks +8 (3d6), ST: 15, MR: 10, S: Two heads let it dual-wield flawlessly, two chances to notice someone trying to sneak up on them.

**Giant, Fire:** AC: 16 HD: 12d8 AT: weapon +12 (5d6) or hurl rocks +12 (3d6) ST: 7 MR: 9 S: immune to fire.

**Giant, Frost:** AC: 15 HD: 11d8 AT: weapon +11 (4d6) or hurl rocks/ice +11 (3d6) ST: 8 MR: 9 S: immune to cold.

**Giant, Hill:** AC: 15 HD: 8d8 AT: weapon +8 (2d6) or hurl rocks +8 (3d6) ST: 19 MR: 11

**Giant, Stone:** AC: 20 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) ST: 10 MR: 9

**Giant, Storm:** AC: 18 HD: 16d8 AT: weapon +16 (8d6) or hurl rocks +16 (3d6) ST: 3 MR: 10 S: control weather.

**Gnoll:** AC: 14 HD: 2d8 AT: weapon +2 ST: 17 MR: 8

**Gnome:** AC: 14 HD: 1d8 AT: weapon +1 ST: 16 MR: 8

**Goblin:** AC: 12 HD: 1d6-1 AT: weapon +1 ST: 18 MR: 7 S: -1 to hit in sunlight.

**Golem, Clay:** AC: 22, HD: 11d8 (+9), AT: fist (2d10), ST: 7, MR: 12, S: BP damage heals at ¼ normal rate (including magical healing), hit only by magic weapons, natural defense 1, immune to most magic.

**Golem, Flesh:** AC: 10 HD: 12d8 AT: 2 fists +12 (2d8) ST: 7 MR: 11 S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most magic.

**Golem, Iron:** AC: 16 HD: 13d8 AT: fists or weapon +13 (4d10) ST: 6 MR: 11 S: Poison gas, immune to all weapons +2 or less, natural defense: 2, slowed by lightning, healed by fire, immune to most magic.

**Golem, Stone:** AC: 14 HD: 16d8 AT: fist +15 (4d8) ST: 3 MR: 11 S: Unaffected by +2 or lesser weapons, natural defense: 2, slowed by fire, damaged by rock to mud (healed by rock to Mud reversed), immune to most magic.

**Gorgon:** AC: 17 HD: 8d8 AT: gore +8 (2d6) ST: 11 MR: 8 S: breathes petrifying gas.

**Great Race of Yith:** AC: 18, HD: 10d8, AT: 2 pincers +6 (1d8), ST: 13, MR: 9, S: Temporary body swap, telepathic, Lightning Bolt (as spell).

**Green Slime:** AC: n/a HD: n/a AT: organics and metal turn to green slime if touched ST: 18 MR: n/a S: killed by cold or fire. Cure Disease stops transformation to green slime.

**Gremlin:** AC: 12 HD: 1d8 AT: weapon +1 ST: 10 MR: 12 S: chaos aura causes physical actions with 10 feet to fail 50% of the time in a chaotic manner.

**Grey Ooze:** AC: 12 HD: 3d8 AT: strike +3 (1d6) ST: 16 MR: 12 S: acid (destroys armor in one round, deals automatic damage after the first hit), immune to blunt/crushing attacks, spells, fire and cold.

**Griffon:** AC: 16 HD: 7d8 AT: 2 claws +7 (1d4), bite +7 (2d8) ST: 12 MR: 8 S: flies.

**Gug:** AC: 15, HD: 10d8, AT: 4 claws +10 (2d6) or bite +10 (1d8), ST: 13, MR: 11, S: Only hit by magic weapons.

**Hag, Sea:** AC: 14, HD: 4d8, AT: 2 claws+3 (1d4+3), ST: 14, MR: 8 S: Change self, Real appearance causes fear, Evil Eye causes paralysis, immune to charms or sleep)

**Hag, Annis:** AC: 19, HD: 8d8, AT: 2 claws+8 (2d8), ST: 11, MR: 7, S: If both claw attacks hit begins devouring for automatic 1d6/round damage, Produce Fog Cloud, Change Self.

**Hag, Beldam:** AC: 14 HD: 7d8 AT: claws +7 (1d8), weapon +7 ST: 12 MR: 8 S: Shapechange (humanoid forms only, except for eyes), cast spells as 1d4 level witch, create illusory terrain and food, scry through the eyes of a handmade doll, create and animate effigies out of refuse, continued proximity drains level over time, hates cats and feline monsters.

**Halfing:** AC: 12 HD: 1d6 AT: weapon+1 (1d6) ST: 16 MR: 8 S: nearly invisible in outdoor cover.

**Harpy:** AC: 12 HD: 3d8 AT: 2 talons +3 (1d4) or weapon +3 ST: 16 MR: 7 S: flies, siren-song (Charm person).

**Hell Hound:** AC: 15 HD: 5d8 AT: bite +5 (1d6) ST: 14 MR: 9 S: breathe fire (10 HP damage)

**Hippogriff:** AC: 14 HD: 3d8 AT: 2 claws +3 (1d6), bite +3 (1d10) ST: 16 MR: 8 S: flies.

**Hobgoblin:** AC: 14 HD: 1d8+1 AT: weapon +1 ST: 18 MR: 8

**Homunculus:** AC: 13, HD: 2d6, AT: Bite+2 (1d4), ST: Same as creator, MR: 9 S: Telepathically communicates with creator, spells cast on creator also affect homunculus, bite causes sleep effect, may fly.

**Hounds of Tindalos:** AC: 15, HD: 4d8, AT: Tongue +4 (special), ST: 15, MR: 12, S: Teleport through time and space to any sharp angle, tongue attack drains 2 levels

**Hydra:** AC: 14 HD: 5-12d6 AT: 5-12 bites +HD (1d6) ST: 14-MR: 11 S: 1 HD per head, 20% chance of fire-breathing or regenerating.

**Invisible Stalker:** AC: 16 HD: 8d8 AT: 1 bash +8 (4d4) ST: 8 MR: 12 S: flies, invisible.

**Kobold:** AC: 13 HD: 1d4 AT: weapon +0 (1d6) ST: 18 MR: 9

**Kraken:** AC: 17, HD: 14d8+12, AT: 2 barbed tentacles +14 (3d6), 4 tentacles +14 (2d4) Bite +14 (3d8), ST: 6, MR: 12 S: Overturn boats, swallows whole on roll 4 higher than needed to hit with bite, swallowed creatures take 3d6 damage per round, on successful attack with a tentacle, begins constricting, automatic 2d4 damage per round thereafter until dead, highly intelligent.

**Leprechaun:** AC: 11 HD: 1d4 AT: theft, magic ST: 16 MR: 7 S: invisible, polymorph non-living objects, illusions and ventriloquism at will; steal small valuable item (75% successful, 25% chance if dropping per turn chased), 80% magic resistant, never surprised.

**Lich:** AC: 20 HD: 12-18d6 AT: touch +HD (1d10) or weapon +HD ST: 7- MR: 10 S: undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD, Magic-User or cleric level equals hit dice.

**Lizard, Giant:** AC: 15, HD: 3d8+1, AT: Bite (1d8), ST: 16, MR: 6, S: Swallow small or medium creatures on a natural 20, swallowed creatures take 1d6 automatic damage every round.

**Lizard, Cave:** AC: 15, HD: 6d8, AT: Bite (1d8), ST: 13, MR: 6, S: Can walk on walls, infravision, swallow small or medium creatures on a natural 20, swallowed creatures take 1d6 automatic damage every round.

**Lizardman:** AC: 14 HD: 2d8 AT: claws +2 (1d6) or weapon +2 ST: 17 MR: 11 S: breathe underwater.

**Lurker Ray:** AC: 13 HD: 10d8 AT: wing smother +10 (1d8) ST: 9 MR: 9 S: those hit take 1d8 damage/turn and smother in 1d6 turns.

**Lycanthrope, Werebear:** AC: 17 HD: 7d8 AT: 2 claws +7 (2d4), bite +7 (1d8) ST: 12 MR: 10 S: lycanthropy, extra 2d6 damage if both claws hit.

**Lycanthrope, Wereboar:** AC: 15 HD: 4d8 AT: tusks +6 (2d6) ST: 15 MR: 9 S: lycanthropy, attack +6 instead of +4 because of rage.

**Lycanthrope, Wererat:** AC: 13 HD: 3d8 AT: bite (1d4) or weapon +3 ST: 16 MR: 8 S: lycanthropy, surprise foes on a 1-4. LYCANTHROPE, WERETIGER: AC: 16 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d6) ST: 14 MR: 10 S: lycanthropy, surprise foes on a 1-4.

**Lycanthrope, Weretiger:** AC: 14 HD: 5d8 AT: 2 claws +5 (1d4) bite +5 (2d4) ST: 15 MR: 9 S: lycanthropy.

**Lycanthrope, Werewolf:** AC: 14 HD: 4d8 AT: 2 claws +4 (1d4) bite +4 (2d4) ST: 15 MR: 8 S: lycanthropy.

**Manticore:** AC: 15 HD: 6d8 AT: claws +6 (1d4) or bite +6 (2d4) ST: 13 MR: 9 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.

**Medusa:** AC: 14 HD: 6d8 AT: weapon +6 ST: 13 MR: 8 S: onlookers turn to stone (FORT save), hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.

**Merman:** AC: 13 HD: 1d8 AT: weapon +1 ST: 16 MR: 8 S: breathe water, swim.

**Mi-Go:** AC: 12, HD: 2d8, AT: 2 Pincers +2 (1d8) or weapon, ST: 17, MR: 9, S: Flies, immune to cold damage and vacuum, often construct and carry weird science devices.

**Mimic:** AC: 10, HD: 5d8, AT: Crush +5 (3d4), ST: 13, MR: 9 S: Assume form of large inanimate object such as a chest, covered in sticky adhesive (requires reflex save, application of alcohol, or STR check to let go), surprise on 1-5, will always negotiate for food or bait.

**Minotaur:** AC: 13 HD: 6d8 AT: weapon +6 or bite +6 (1d6) or Head gore +6 (1d6) ST: 13 MR: 12 S: never lost in mazes.  
**Mummy:** AC: 16 HD: 6d8 AT: touch +6 (2d6) ST: 13 MR: 12 S: mummy rot curse if hit (no more healing), undead immunities, hit only by magic weapons (for half damage), spells, and fire.  
**Naga, Guardian:** AC: 14 HD: 12d8 AT: bite +12 (1d4 + poison), spit +12 (30 range, poison), constrict +12 (1d8/rd until freed) ST: 7 MR: 9 S: spells as 6th level Cleric.  
**Naga, Spirit:** AC: 14 HD: 10d8 AT: bite +10 (1d4 + poison) ST: 9 MR: 8 S: spells as 6th level Cleric and 7th level Magic-User, gaze (permanent charm).  
**Naga, Water:** AC: 14 HD: 8d8 AT: bite +10 (1d3 + poison) ST: 11 MR: 7 S: spells as 5th level Magic-User (no fire or lightning).

**Nightgaunt:** AC: 15, HD: 4d8, AT: Squeeze +4 (Special), ST: 15, MR: 10, S: Flies, tail caress while being squeezed renders most creatures helpless to react, can cast Slow spell

**Nixie:** AC: 12 HD: 1d8 AT: weapon +1 (1d6) ST: 16 MR: 6 S: swims, charm.

**Ochre Jelly:** AC: 11 HD: 6d8 AT: acid strike +6 (2d6) ST: 13 MR: 6 S: a hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage.

**Ogre:** AC: 14 HD: 4d8 AT: weapon +4 (2d6) ST: 15 MR: 10

**Ogre Mage:** AC: 15 HD: 5d8 AT: weapon +5 (2d6) ST: 13 MR: 9 S: flies, magic use (turn invisible, darkness 10' radius, sleep, charm person, cone of frost).

**Orc:** AC: 13 HD: 1d8 AT: weapon +1 ST: 16 MR: 8

**Otyugh:** AC: 16, HD: 6d8, AT: 2 tentacles +6 (1d8), bite +6 (1d4) ST: 14, MR: 11 S: Communicate basic ideas telepathically, bite may cause disease, on successful attack constriction causes automatic 1d6 per round.

**Owlbear:** AC: 14 HD: 5d8 AT: 2 claws or bite +5 (1d8) ST: 14 MR: 9 S: hug for additional 2d6 if both claws hit.

**Pegasus:** AC: 13 HD: 4d8 AT: 2 hooves +4 (1d6) ST: 16 MR: 8 S: flies.

**Penanggalan:** AC: 12, HD: 4d8, AT: Bite +4 (1d4) ST: 15 MR: 9 S: Undead immunities, immune to turning while in human/demihuman form (but cannot use other abilities), hypnotizing gaze, floats about, can latch on to drain blood.

**Peryton:** AC: 13, HD: 4d8, AT: Antlers +5 (1d6), 2 talons +3 (1d8) ST: 15, MR: 10 S: Flies, despise elves, eats living hearts, only hit by magic weapons.

**Phoenix:** AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (2d6) ST: 10 MR: 10 S: +3 or better weapon to hit, immune to charm/hold/fire attacks, 3d6 fire damage to all within 10 feet.

**Piercer Snail:** AC: 15 HD: 1d8 Attack: Acid spit +1 (1d6) or Drop (Special). MR: 6 ST: 18 S: Reflex save or 2d6 damage to dodge one that falls from the ceiling shell-first.

**Pixie:** AC: 12 HD: 1d8 AT: weapon +1 (1d4) ST: 14 MR: 7 S: flies, charm, naturally invisible.

**Poisoner Vine:** AC: 14 HD: 1d6 Attack: Strangle +1 (Special), MR: 11 ST: 18 S: Attempt to strangle as garrote, plus thorns inject paralysis poison while strangling, surprise on 1-5.

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

**Roc:** AC: 15 HD: 12d8 AT: 2 claws +12 (1d8) or bite +12 (2d10) ST: 7 MR: 9 S: flies

**Rakshasa:** AC: 23 HD: 7d8 AT: claws, bite +7 (1d8) or weapon +7 ST: 12 MR: 8 S: spells as 1d3 level Magic-User and 1st level cleric, immune to non-magic weapons, below +3 weapons do 50% damage, blessed crossbow bolt kill instantly.

**Roper:** AC: HD: 10d8 AT: Bite +10 (2d6) S: Immobility, surprise on 1-3, swallows small and medium creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, up to 6 long tentacles pull victims in to bite making bite attack like polearms.

**Rust Monster:** AC: 17 HD: 5d8 AT: touch +5 (special) ST: 14 MR: 7 S: touch of (or touching) the rust monster causes metal items to turn to rust.

**Sahuagin:** AC: 14, HD: 2d8 (+2), AT: Trident +2 (1d8), Net +2 (1d8), or 2/4 claws +2 (1d6) ST: 17, MR: 10 S: Swims, +1 to attacks and damage against creatures that have taken BP

damage, 5% chance of having second pair of arms (Extra trident attack or 2 extra claw attacks).

**Salamander:** AC: 15 HD: 7d8 AT: bite +8 (1d6) or constrict +8 (1d8) ST: 12 MR: 10 S: heat does 1d8 to nearby creatures, immune to fire.

**Scorpionman:** AC: 17 HD: 8d8 AT: weapon +8 (1d10), sting +4 (1d4, poison) ST: 11 MR: 9 S: poison causes paralysis and loss of 1 BP per minute.

**Sea Serpent:** AC: 17 HD: 30d6 AT: bite +15 (4d6) ST: 3 MR: 9 S: natural defense: 2, swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.

**Serpentfolk:** AC: 13, HD: 2d8, AT: weapon +2 (1d8), Bite +2 (1d3), ST: 17, MR: 10 S: Poisoned bite does 2 BP per minute, Hypnotic gaze.

**Shadow:** AC: 12 HD: 3d8 AT: touch +3 (1d4, special) ST: 16 MR: 12 S: drains 1 STR per hit, hit only by magical weapons, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow. Not undead.

**Shoggoth:** AC: 5, HD: 12d8, AT: Slam +12 (1d8), ST: 5, MR: 12, S: Immune to critical hits and poison, regenerate 3 HP/round, half damage from fire, cold, electricity, and bludgeoning attacks, amphibious, can imitate any creature's physical structures.

**Shrieker:** AC: 11 HD: 3d8 AT: none ST: 16 MR: 12 S: large toadstool, if disturbed (light 60 feet/movement 30 feet) emits loud shriek for 1d3 minutes which stuns small (rat-sized) creatures.

**Skeleton:** AC: 12 HD: 1d8 AT: weapon +1 ST: 18 MR: 12 S: undead immunities.

**Spectre:** AC: 17 HD: 7d8 AT: touch +7 (1d6) ST: 10 MR: 11 S: undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.

**Sphinx:** AC: 19 HD: 12d8 AT: 2 claws +12 (3d6), bite +12 (2d8) ST: 7 MR: 10 S: Males are level 12 magic-users. Females are level 12 clerics. Roar (2/day) save or flee in terror

**Sprite:** AC: 14 HD: 1d4 AT: none ST: 16 MR: 7 S: can curse (effects funny rather than dangerous, wears off after 1d20 hours)

**Stirge:** AC: 12 HD: 1d8 AT: sting +1 (1d4) ST: 18 MR: 9 S: attaches on a hit and will deal 1d4 automatically damage every round.

**Strangler Vine:** AC: 14 HD: 1d4 Attack: Strangle +1 (Special), MR: 11 ST: 18 S: Attempt to strangle as garrote, surprise on 1-5.

**Tarrasque:** AC: 22, HD: 20d8 (+15), AT: 2 claws +20 (2d4), bite +20 (2d12), ST: 5, MR: 12 S: Swallows whole on roll 4 higher than needed to hit with bite, swallowed creatures take 3d6 damage per round, regenerate 3 HP per round, only stays dead if subjected to a Wish spell after being brought to 0 HP.





**Titan:** AC: 22 HD: 16d8 AT: weapon+15 (5d6) ST: 3 MR: 11 S: natural defense: 3, Spells.  
**Treant:** AC: 17 HD: 10d8 AT: branches +10 (3d6) ST: 9 MR: 9 S: Control trees and can make them move and attack.  
**Troglodyte:** AC: 15, HD: 3d8, AT: Spear +3 (1d8) or 2 claws/1 bite +3 (1d4), ST: 16, MR: 9, S: Surprise on 1-4, emit stench as Stinking Cloud  
**Troll:** AC 15 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (1d10) ST: 11 MR: 10 S: regenerate 3 hp per round (except acid or fire damage).  
**Unicorn:** AC: 17 HD: 5d8 AT: 2 hoofs +5 (1d8) or horn +5 (1d8) ST: 14 MR: 7 S: double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease.

**Vampire:** AC: 17 HD: 9d8 AT: bite +9 (1d6) or weapon +9 ST: 8 MR: 11 S: undead immunities, hit only by magical weapons, regenerate 3 hp per round, drains 2 levels per hit, 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, 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.  
**Wight:** AC: 14 HD: 3d8 AT: claw +3 (1d6) ST: 16 MR: 12 S: undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wight.  
**Will-O-The-Wisp:** AC: 27 HD: 9d8 AT: shock +9 (1d6+4) ST: 10 MR: 10 S: flies.  
**Worg:** AC: 13 HD: 4d8 AT: bite +4 (2d6) ST: 15 MR: 8  
**Wraith:** AC: 16 HD: 4d8 AT: touch +4 (1d6) ST: 13 MR: 11 S: undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP 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) ST: 11 MR: 9 S: poison sting (1d6 STR), flies.  
**Yellow Mold:** AC: n/a HD: n/a AT: 1d6 if touched ST: 18 MR: n/a S: if struck, 50% releases spore cloud (choke to dead in 6 rounds unless cure disease), destroyed by fire.  
**Yeti:** AC: 14, HD: 4d8, AT: 2 claws+4 (1d6), 1 bite +4 (1d2) ST: 15, MR: 10 S: Nearly invisible in icy conditions, if both claw attacks hit begins devouring for automatic 1d2 damage, impervious to cold.  
**Zombie:** AC: 11 HD: 2d8 AT: weapon +2 or claws +2 (1d8) ST: 15 MR: 12 S: undead immunities always lose initiative.

## Science Fantasy Monsters

**Cave Crawler:** AC: 13 HD: 2d8 AT: 2 claws +2 (1d6), bite +2 (1d4) ST: 17 MR: 10 S: Climb on walls, do not rely on vision (unaffected by blindness or purely visual illusion).  
**Centaur, Vat:** AC: 12 HD: 4d8 AT: 3 tentacles +4 (1d6+special), spit +4 (1+special) ST: 16 MR: 9 S: Hit with tentacles or spit exposes target to low level of radiation.  
**Deathclaw:** AC: 18 HD: 6d8 AT: 2 claws +6 (1d12), bite +6 (1d10), headbutt +5 (1d6) ST: 11 MR: 11 S: mimic speech like a parrot.  
**Exterminator:** AC: 15 HD: 7d4 AT: Ray Gun +7 (*As Finger of Death*) or Plunger +7 (Drains 1 level), MR: 12 ST: 11 S: Natural defense: 2, always hostile, constant yelling negates any surprise rounds they receive.  
**Excavator Blob:** AC: 14 HD: 4d8 Attack: Acid secretions +4 (2d6) MR: 7 ST: 15 S: Burrows, protective of eggs, receptive to any kind of telepathic content

**Gecko, Dire:** AC: 14 HD: 2d8, AT: Bite +2 (1d6) ST: 17, MR: 6 S: pack hunters  
**Gecko, Dire, Gold:** AC: 14 HD: 2d8, AT: Bite +2 (1d6+special) ST: 17, MR: 6 S: pack hunters, hit with bite exposes target to low levels of radiation  
**Gecko, Dire:** AC: 14 HD: 4d8, AT: Bite +4 (1d8) ST: 16, MR: 8 S: pack hunters, breathes fire (2d6 damage)  
**Graboid, Blaster:** AC: 17 HD: 6d8, AT: Bite +6 (2d6), 2 talons +6 (1d8) ST: 13, MR: 10 S: infravision, glides, launches by controlled explosion dealing 6d6 fire damage in the direction from which it launches.  
**Graboid, Larva:** AC: 20 HD: 4d8 AT: Bite +4 (2d6) ST: 15 MR: 10 S: Burrow, no vision, relies on tremor sense, swallows small or medium creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue pulls victims in to bite making bite attack like pole arms

**Graboid, Shrieker:** AC: 16 HD: 5d8, AT: Bite +5 (2d6), 2 talons +5 (1d8) ST: 14, MR: 10 S: infravision.  
**Horned Ape:** AC: 6 HD: 5d8 AT: bite +5 (1d8+poison), claws +5 (1d6) ST: 14 MR: 9 S: Poison causes death in 1d6 hours if not treated.  
**Mantrap, Singing:** AC: 16 HD: 6d8, AT: Bite +6 (2d4) ST: 13, MR: 10 S: Siren song (charm person), suggestion, swallows whole on a natural 19 or 20, swallowed creatures take 1d6 automatic damage every round  
**Mantrap, Spitting:** AC: 16 HD: 2-6d8, AT: 2-6 Bites +2 (1d4) or 1-6 Poison Barbs +HD (1d2 damage plus deadly poison) ST: 15, MR: 10 S: root system extends in a roughly 40-foot radius with "heads" and barb-throwing flowers scattered nearby, 24 barbs in total, only attacks creatures that are on root system or within a few feet, surprise foes on 1-3  
**Mirelurk:** AC: 20 HD: 2d8 AT: 2 pincers +3 (2d6) ST: 17 MR: 10 S: require radiation to live, take 1 damage/round from being immersed in clean water, eggs can cure mutations if eaten.

**Mirelurk, King:** AC: 18 HD: 4d8 AT: claws or weapon +3 (2d6) ST: 15 MR: 10 S: Ultrasonic screech stuns for 1 round, not actually related to mirelurks  
**Nightstalker:** AC: 12 HD: 2d8 AT: bite +2 (1d6+poison) ST: 17 MR: 8 (6 if not in pack) S: poison bite does 1 BP per minute,  
**Predator:** AC: 18 HD: 5d8 AT: Weapon +5 ST: 13 MR: 10 S: nearly invisible when standing perfectly still, infravision, will not harm children or pregnant females, hate xenomorphs, carries 1d6 weird science devices, self-destructs 2 rounds after being killed (equivalent to a 5d6 damage fireball).  
**Radghoul:** AC: 13 HD: 2d8, AT: Bite +2 (1d4), 2 claws +2 (1d3) ST: 17, MR: 9 S: Not undead, regenerates 2 hp per round when exposed to radiation.  
**Radghoul, Glowing:** AC: 13 HD: 3d8, AT: Bite +2 (1d4), 2 claws +2 (1d3) ST: 16, MR: 9 S: Not undead, regenerates 2 hp per round when exposed to radiation, regenerate 1 hp/minute until slain, can emit a pulse of radioactivity that irradiates the area with low level radiation for 1 turn.

**Salt Sucker:** AC: 14 HD: 4d8 AT: suckers +4 (1d12) ST: 15 MR: 8 S: read minds, imitate humanoids (illusory), drains 1 STR per hit.  
**Stone Angel:** AC: 14 HD: 4d8 AT: Fist +4 (1d12) ST: 15 MR: 9

S: Cast *Darkness*, 15-foot radius, extremely fast, cannot move while being watched, natural defense: 2 while being watched, can send target through time and space on successful hit.

**Super Mutant:** AC: 14 HD: 3d8 AT: weapon +3 (2d6) ST: 16 MR: 10 S: Immune to damage from radiation

**Super Mutant, Nightkin:** AC: 14 HD: 3d8 AT: weapon +3 (2d6) ST: 16 MR: 10 S: Immune to damage from radiation, see invisible, cast *Invisibility at will*, unable to maintain invisibility if damaged, surprise foes on 1-3, hate being seen.

**Super Mutant Behemoth:** AC: 15 HD: 6d8 AT: massive weapon +6 (2d6) ST: 13 MR: 12 S: Immune to damage from radiation, can rage as a barbarian.

**Thing:** AC: 18 HD: 12d8 AT: Special ST: 8 MR: 11 S: Can divide HP up among any number of distinct but mindlinked shapeshifting forms (at least 1 HP per form), can use natural attacks of any creature it has overtaken in the past, creature hit by any of its attacks must save or be overtaken over the course of 1d4 turns, creatures overtaken do not know that they are not what they appear to be until something forces the hive mind to act, regenerate 3 hp per round except acid or fire damage, slowed by cold damage.

**Xenomorph, Hatchling:** AC: 15 HD: 1d8 AT: Grab (1d3) ST: 17 MR: 12 S: Acidic blood (opponents who hit in melee with an edged weapon must save or take 1d4 damage), climb on walls, creature grabbed must save or be implanted with a larval Xenomorph that emerges in 1d6 hours, killing the host.

**Xenomorph, Larval:** AC: 14 HD: 1d8 AT: bite +1 (1d6) ST: 15 MR: 7 S: Acidic blood (opponents who hit in melee with an edged weapon must save or take 1d4 damage), climb on walls, can be killed by *Remove Disease* if it has not yet emerged from a host, reaches full adult size in 1d4x6 hours.

**Xenomorph, Queen:** AC: 16 HD: 8d8 AT: 2 claws +5 (2d6), bite +5 (2d6), tail stinger +5 (3d4) ST: 10 MR: 12 S: Acidic blood (opponents who hit in melee with an edged weapon must save or take 1d4 damage), climb on walls, mentally command any nearby xenomorphs.

**Xenomorph, Hunter:** AC: 16 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d6), tail stinger +5 (2d4) ST: 13 MR: 11 S: Acidic blood (opponents who hit in melee with an edged weapon must save or take 1d4 damage), climb on walls.

## Science Fantasy Machine Monsters

**Android, Laborer:** AC: 12 HD: 3d8 (28 hp); AT: weapon +3 ST: 16 MR: 7 S: bio-machine

**Android, Leader:** AC: 14 HD: 2d8; AT: 1 weapon +2 ST: 17 MR: 8 S: bio-machine

**Android, Soldier:** AC: 18 HD: 4d8 AT: 2 weapon +4 ST: 15 MR: 11 S: bio-machine

**Builderbot:** AC: 20 HD: 10d8 AT: laser drill +10 (4d6 ranged), saw arm +10 (3d6), 2 grabber arms +10 (2d6) ST: 9 MR: 11 S: thermal vision; giant construction robot

**Docbot:** AC: 12 HD: 2d8 AT: none ST: 17 MR: 11 S: regeneration ray heals 1d20 damage (+10 on humans); if malfunctioning can reverse polarity and fire a radiation ray that does 2d8 radiation damage

**Lawbot:** AC: 18 HD: 6d8 AT: 2 stun pistols +6 (2d6, stun) or stun grenade launcher +6 (3d6, area stun) ST: 13 MR: 11 S: low light and thermal vision

**Roboman:** AC: 18 HD: 4d8 AT: Laser +4 (3d8) ST: 15 MR: 11 S: Retains its original human brain, takes 1d6 damage if pelted with gold.

**Securitybot:** AC: 23 HD: 20d8 AT: 1 Fusion Launcher +15 (6d6, area) ST: 3 MR: 12 S: low light and thermal vision; 20 HP force field

**Spiderbot:** AC: 15 HD: 4d8 AT: 1 laser eye beam +4 (3d8 ranged) ST: 15 MR: 11 S: low light and thermal vision

**Utilitybot:** AC: 12 HD 2d8 AT: 2 mechanical claws +2 (2d6) ST: 17 MR: 11 S: thermal vision; general industrial robot

**Vendorbot:** AC: 14 HD: 2d8 AT projectile merchandise +2 (2d4 ranged) ST: 17 MR: 9 S: proximity sensors

**Warbot:** AC: 30 HD: 80d8 AT: 2 Rocket Launcher +15 (4d6 area), 2 Plasma Launcher +15 (5d6 area), Fusion Launcher +15 (6d6 area) ST: 3 MR: 12 S: low light and thermal vision; radar, sonar, 40 HP force field; flies, swims.

# TREASURE

Here is a list of sample treasure items (other than money) appropriate to a *Microlite74: Perilous Adventures* campaign. Maps to possible hoards of such treasures are also a common treasure item. Of course, any magic item you like from the SRD can be used, but higher powered items may be too powerful for most *Microlite74: Perilous Adventures* games. This list is for GMs who want to select treasure themselves or generate their own lists of random treasure. See the *Microlite74 Random Treasure* section at the end of this Companion volume for a sample random system of treasure generation using the magic treasures listed in this section.

## Mundane Items

The majority of most random treasures should be mundane, non-magical items. While coins, gems, and jewelry seem to make up the majority of mundane treasure in many published adventures, in reality many other types of treasure could and probably should be found. Here are some examples of other types of treasure items that should be common in many settings.

**Art:** paintings, tapestries, quilts, calligraphy, illustrated manuscripts, carvings (wood, bone, ivory, etc.), ceramics (pottery, statues, china, etc.), glasswork (decanters, goblets, bowls, window glass, stained glass, etc.), statues, metalwork, craft items, etc.

**Clothing:** from every day to exotic, from poor quality to clothing fit for royalty.

**Furnishings:** beds, wardrobes, benches, chairs, tables, desks, cupboards, etc. These can range from items that would be at home in a slum dwelling to items fit for a palace.

**Trade Goods, Low Value:** cotton, wool, flax, furs, hides, cloth, lumber, metal ingots (copper, iron, lead, tin), alcoholic beverages, grain, salt, sugar, spices, tobacco, foodstuffs, livestock, everyday items (wooden, pewter, bronze, copper, etc.), etc.

**Trade Goods, High Value:** armor, weapons, tea, exotic fruits and grains, silk, ingots (gold, silver, platinum, etc.), scrolls, books, narcotics, perfume, rare woods, religious items, everyday potions/medicines, poisons, laboratory equipment, crafting tools, magical components, exotic animals, luxury items, musical instruments, exotic animals, warhorses, etc.

**Vehicles:** carts, wagons, chariots, carriages, boats, ships, etc.

## Potions

There is a 70% chance that a potion bottle holds 1 dose, otherwise 1d6 doses. A quick taste of a potion can be used to identify it without consuming a dose. There is a 5% that a potion has decayed with age and has become a potion of delusion (60% chance) or poison (40% chance). Useless otherwise noted, the effects of a dose will last 1d6+6 10 minute turns.

Most potions on the list below can be made by any arcane spell caster who has the recipe for the potion and the materials and time, see the *Potion Recipe* scroll for more information. In addition to the potions listed here, those with the potion brewing talent can brew a large number of everyday potions (e.g. cures for specific diseases, antidotes for a specific natural poison, household cleaning potions, etc.). The brewer will know the specific formula for a specific everyday potion on a MIND-based skill roll. If he has the needed materials and brewing equipment, he may brew the everyday potion (succeeding on a MIND-based skill roll). The GM will set the time (generally ranging from a few hours to a week) and materials costs for everyday potions. Many everyday potions can be purchased at an apothecary.

**Animal Control:** The drinker may control one or more animals with a total hit dice of 3d6 or less. When the effect of the potion wears off, the animals will flee.

**Antidote:** The drinker becomes immune to all poisons of up to a specific strength for the duration of the potion. Poison from non-creature sources (e.g. a Potion of Poison) should be considered to be as if from a 7HD creature. The strength of the potion should be determined by rolling 1d10: 1-4 = Poison from 3HD creatures, 5-7 = Poison from 7HD creatures, 8-9 = Poison from 15HD creatures, 10 = All poison.

**Blending:** The drinker may change color to blend in with their surroundings. When hiding, the drinker will have a 90% chance to go unnoticed unless the viewer can see invisible creatures.

**Bug Repellent:** Any normal or giant bug (an insect, spider, scorpion, centipede, or other arthropod) will completely ignore the drinker unless magically controlled. If the bugs are magically controlled to attack the drinker, the drinker gets a +4 bonus to any saving throws against the controlling effect that allow the damage done by the insects to be reduced.

**Clairaudience:** While concentrating, the drinker may listen as if at any point within 60' of their current location.

**Clairvoyance:** While concentrating, the drinker may see as if at any point within 60' of their current location.

**Climbing:** The drinker may walk on walls and ceilings as if a spider.

**Defense:** This potion only lasts 10 minutes. The drinker gets a bonus to their armor class based on the power of the potion. To determine the power of the potion, roll 1d10: 1-3 = +1, 4-5 = +2, 6-7 = +3, 8-9 = +4, 10 = +5.

**Delusion:** This potion will have no effect when drunk. However, if tasted, it will falsely give the taster the impression that it is another type of potion from this list. Multiple tasters will all get the same impression. A magical analysis of some type (spell or alchemical operation) will correctly identify this potion as one of Delusion rather than as the type it tastes like.

**Diminution:** The drinker shrinks down to 6" in height. While in this state they cannot hurt creatures larger than 1' tall with physical attacks, and have a 90% chance of being able to hide. If this potion is drunk while a Potion of Growth is in effect, they will simply cancel each other rather than making the drinker sick.

**Dragon Control:** The drinker of this potion can control up to three dragons of sub-adult or younger. The dragons do not get saving throws, but older dragons are not affected. Each potion of dragon control will only control one type of dragon. The controlled dragons will do anything that is commanded (other than suicidal commands) although they are not capable of casting spells. When the control ends, the dragons will become hostile to the drinker and will either flee or attack depending on their impression of the drinker's power. Roll 1d10 to see which type of dragon is affected: 1-2 = Black, 3-4 = Blue, 5-6 = Green, 7-8 = Red, 9-10 = White.

**Dreamspeech:** This potion only lasts for 10 minutes. The drinker can speak to one paralyzed, petrified or sleeping creature within 30' (only one creature can be spoken with per potion) and can hear the responses of the creature via ESP. The drinker will automatically understand the language of the target, but the target is under no compulsion to speak the truth (or even respond at all) if they do not wish to.

**Elasticity:** This potion only lasts for 10 minutes. The drinker may stretch and deform themselves and their equipment to fit through gaps as small as 1" and reach as far as 30'. The drinker cannot cast spells or attack while stretched, and items carried cannot be used or dropped unless they are in normal

form. However, while stretched the drinker only takes half damage from blunt and bashing attacks.

**ESP:** This potion has the same effect as the spell of the same name.

**Ethereality:** This potion gives the drinker the ability to shift from the Prime Plane to the Ethereal Plane. The drinker may shift at any time before the potion's duration runs out, and may then spend up to 24 hours on the ethereal plane before shifting back. Once the drinker has shifted to the ethereal plane and back, the potion's duration immediately expires.

**Fire Resistance:** The drinker becomes immune to normal fire, gains a +2 bonus on all saving throws against fire or heat based attacks, and takes -1 point of damage per die (to a minimum of 1 point per die) from magical fire attacks.

**Flying:** This potion has the same effect as the Fly spell.

**Freedom:** The drinker is immune to paralysis and to all forms of Hold spell or effect.

**Gaseous Form:** The drinker's body transforms to a cloud of gas for up to 1 hour, causing all their equipment and carried items to fall to the floor. The drinker keeps control of their body, and can move through any non-airtight barrier. While in gaseous form, the drinker cannot attack, but has an armor class of -2 and can only be hit by magical weapons.

**Giant Control:** The user may control up to four giants of a certain type, but each one gets a saving throw. The giants will normally be hostile once control ends. To determine the type of giant affected, roll 1d6: 1 = Cloud, 2 = Fire, 3 = Frost, 4 = Hill, 5 = Stone, 6 = Storm.

**Giant Strength:** The drinker gains the strength of a giant, and can do double damage with melee weapons or throw large rocks (range: 60/130/200) for 3d6 damage. This potion does not stack with other strength enhancing items such as Gauntlets of Ogre Power.

**Growth:** The drinker grows to twice normal size, and be able to do double damage with melee attacks. If this potion is drunk while a Potion of Diminution is in effect, they will simply cancel each other rather than making the drinker sick.

**Healing:** This potion will either cure 1d3+1 body points of damage to the drinker or cure their paralysis. This potion has an instant effect, rather than a duration.

**Heroism:** The drinker will temporarily gain one or more levels as follows (roll 1d20):

Common Man (no class): +3 Fighter levels.

Fighting Classes: 1-8: +1 level, 9-14: +2 levels, 15-19: +3 levels, 20: +4 levels

Specialist Classes: 1-12: +1 level, 13-19: +2 levels, 20: +3 levels

Arcane Classes: 1-19: +1 level, 20: +2 levels

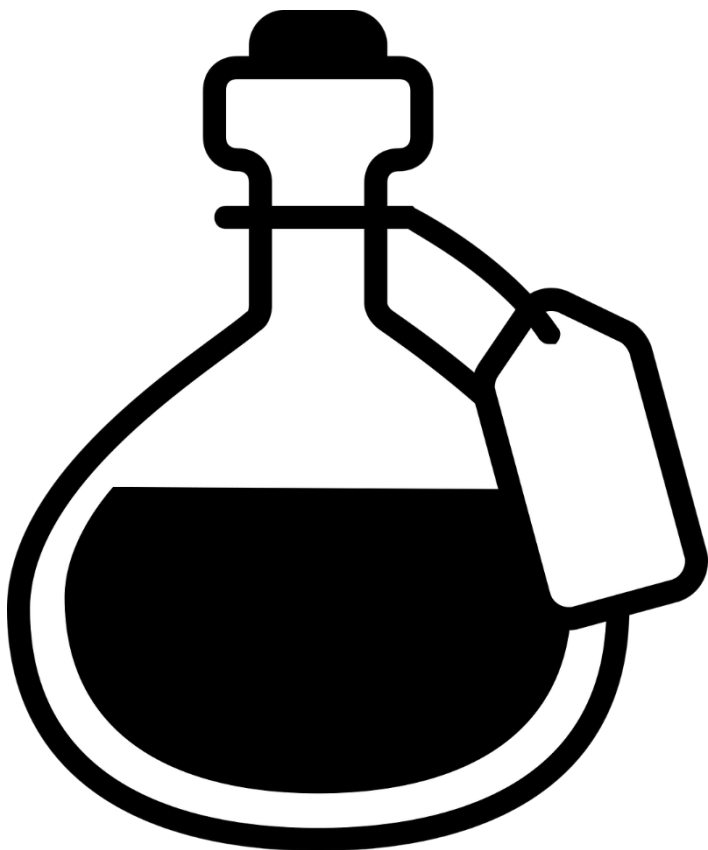
All damage (including energy drains) is taken from the extra levels and hit points first. Spellcasters do not gain additional spellcasting ability.

**Human Control:** The drinker may control up to 6 levels of humans, similar to a Charm Person spell. The targets can only be controlled while within 60' of the drinker, and the effect lasts only for the duration of the potion.

**Invisibility:** This potion has the same effect as the spell of the same name.

**Invulnerability:** The drinker gains a +2 bonus to armor class and all saving throws for the duration of the potion. If a second Potion of Invulnerability is drunk within a week, the only effect is sickness.





*Levitation:* This potion has the same effect as the spell of the same name.

*Longevity:* The drinker immediately becomes 10 years younger. The effect is an instant one rather than an ongoing one, and therefore cannot be dispelled. This potion will not reduce the age of the drinker below 15 years old.

*Luck:* This potion lasts only for 1 hour. The potion makes the drinker extremely lucky. The player of the drinking character may choose any one roll that they make on behalf of the drinking character within the duration and simply place the dice on the result of their choice rather than having to actually roll them.

*Merging:* This potion allows the drinker to merge other creatures into their own body. The drinker can merge up to seven other creatures, and both the drinker and the other creatures must be willing. Creatures simply step "into" the drinker and disappear along with their items and equipment. While merged with the drinker, the creatures do not take damage if the drinker is hit, and they cannot take any actions other than speaking. The merged creatures can step "out of" the drinker at any time.

*Plant Control:* The drinker may control all mundane plants and all plantlike creatures in a 30'x30' area up to 60' away. Mundane plants may entangle creatures in their area, but cannot otherwise attack.

*Poison:* This potion looks like any other, but it is poisonous. Anyone taking even a taste of the potion must save vs STR or die within 1d6 minutes. (Option: save vs Str or in a coma until poison is neutralized, lose 1d2 BP per day per day of coma.)

*Polymorph Self:* This potion has the same effect as the spell of the same name.

*Sight:* This potion lasts for 10 minutes. While this potion is in effect, the drinker can temporarily see despite any blindness conditions. Additionally, the drinker may see invisible things.

*Speech:* The drinker can understand all languages that they hear, and can respond in those same languages. This potion does not give the drinker the power to speak a language

unless they first hear it spoken.

*Speed:* The drinker may move at double normal speed and attack twice per round.

*Super Healing:* This potion will either cure 2d3+3 body points of damage to the drinker. This potion has an instant effect, rather than a duration.

*Treasure Finding:* When the drinker concentrates, they can detect the distance and direction to the largest amount of treasure within 360'. The drinker gains no insight about the nature of the treasure or how to get to it.

*Undead Control:* The drinker can control up to 18HD in total of undead creatures of 9HD or less. The undead will be hostile when the duration ends.

*Water Breathing:* This potion lasts for four hours, and has the same effect as the spell of the same name.

## Scrolls

Most scrolls contain spells and can only be used by arcane or divine casters although a few spell scrolls can be used by any intelligent being. Special scrolls (protection, etc.) can generally be used by anyone able to read them. Roll 1d20 to determine the type of scroll:

1-12: Spell Scroll (50% for Arcane Casters/50% chance for Divine casters); 13-15: Spell Scroll (Anyone); 16-20: Special.

*Spell Scroll (Arcane Casters):* These scrolls can only be used by arcane spellcasters. They contain 1d6 spells. Roll 1d20 to determine the level of each spell: 1-5: level 1; 6-10: level 2; 11-13: level 3; 14-16: level 4; 17-18: level 5; 19: level 6; 20: level 7 or higher. Each spell may be cast once (or copied into a spellcaster's spell book) then it fades from the scroll.

*Spell Scroll (Divine Casters):* These scrolls can only be used by divine casters. They contain 1d6 spells. Roll 1d20 to determine the level of each spell: 1-5: level 1; 6-9: level 2; 10-12: level 3; 13-15: level 4; 16-17: level 5; 18-19: level 6; 20: level 7 or higher. Each spell may be cast once (or copied into a spellcaster's spell book) then it fades from the scroll.

*Protection from Demons:* This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Demons cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 20 minutes, or until someone inside the zone attacks a demon in hand-to-hand combat.

*Protection from Drowning:* All within a 10 foot radius of the reader gain the ability to breathe underwater (or similar non-harmful liquid) for 1 full day.

*Protection from Elementals:* This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Elementals cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 30 minutes, or until someone inside the zone attacks an elemental in hand-to-hand combat.

*Protection from Lycanthropes:* This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Lycanthropes cannot enter the zone, but can use missile and spell attacks against those inside the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks a lycanthrope in hand-to-hand combat.

*Protection from Magic:* This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Mortal level magic (whether from spells or items) cannot enter or leave the zone. The zone lasts for 60 minutes, and can only be broken extremely powerful magic, like a wish.

*Protection from Metal:* Metal weapons or other items cannot harm or damage the reader for a period of 60 minutes.

**Protection from Poison:** Poison cannot harm the reader for a period of 6 hours, and any poison already in his system is completely removed.

**Protection from Undead:** This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Undead cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks an undead in hand-to-hand combat.

**Curse:** Anyone who reads this scroll and who fails a save is cursed (GM's choice of effects) until a Remove Curse is successfully cast.

**Special Ritual:** This scroll contains a special ritual (see Ritual Magic) of the GM's design. The more powerful the ritual the more expensive and complex the ritual should be. Many such rituals should be black magic and require especially gruesome sacrifices.

**Potion Recipe:** This scroll contains a recipe for one of the potions listed in the above list specifying the materials and brewing procedure/time. Any spellcaster (or any non-caster with the Alchemy advantage) can follow the directions and brew the potion with a successful INT roll.

## Wands and Staves

Most wands and all staves are magical devices that contain spell-like enchantments.

Wands are normally thin sticks around 18" long. They can only be used by spellcasters (normally only arcane casters, but there are exceptions). A wand will hold 5d10 charges, and each time it is used one charge will be used up. Once all the charges are used up, a wand is simply a non-magical stick. Treat the effects produced a wand as if created by a 4th level caster.

Staves are the bigger cousins of wands. They are normally 5'-6' long, and made of wood. They can only be used by spellcasters (normally only arcane casters, but there are exceptions). Staves tend to be more versatile and powerful than wands, although they still use charges. A staff will have 10d10 charges when found, and each use of the staff may use one of more of these charges. Once all the charges are used up, a staff is simply a non-magical stick, even powers that do not use a charge fail. Treat the effects produced a staff as if created by a 5th level caster. A staff can be used in melee as if a quarterstaff.

Some wands, called spell wands, simply have a spell impressed on them. A spell caster able to cast the type of spell (arcane or divine) contained in the wand can use the wand to directly cast the spell it is impressed with regardless of the spell's level for the normal cost in HP.

Most wands and staves can only be made if instructions for the specific special ritual needed are discovered. The more powerful the wand or staff the more costly in time and material the ritual. Certain wands and staves may only be available as relics of ancient or lost civilizations (GM option) as the method of creating them has been lost.

**Spell Wand:** A spell wand contains one spell that a spell caster using the wand can directly cast for the normal HP cost (and corruption point cost if the spell is black magic). Determine the level of spell and the spell impressed in the wand randomly. Spell level: 1-6: level 1, 7-12: level 2, 13-17: level 3, 16-17: level 4, 18: level 5, 19: level 6, 20: higher level (GM choice).

**Wand of Cold:** Each time a charge is expended, this wand creates a cone of cold, 60' long and 30' wide at the end. All creatures within the cone must take 6d6 damage.

**Wand of Enemy Detection:** This wand is usable by any spellcaster. Each time a charge is expended, all creatures with hostile intent towards the user within 60' will glow as if on fire.

This includes Invisible or hidden enemies; in which case the glow may give away their positions. The glow lasts for 10 minutes before fading.

**Wand of Fear:** Each time a charge is expended, this wand creates a cone of fear, 60' long and 30' wide at the end. All creatures within the cone must make a saving throw vs MIND or flee in terror for 5 minutes.

**Wand of Fireballs:** Each time a charge is expended, this wand creates a Fireball up to 240' away. Anyone in the area of effect takes 6d6 damage. Save for half damage.

**Wand of Illusion:** Each time a charge is expended, this wand creates a Phantasmal Force as the spell of the same name. The caster must concentrate to maintain the illusion.

**Wand of Lightning Bolts:** Each time a charge is expended, this wand creates a Lightning Bolt up to 240' away and then extending 60' from that point. Anyone in the path of the lightning takes 6d6 damage. Save for half damage.

**Wand of Magic Detection:** This wand is usable by any spellcaster. Each time a charge is expended, all magical items and active spells within a 20' radius will glow for 6 rounds (1 minute).

**Wand of Metal Detection:** Each time a charge is expended, the wand will point towards a type of metal named by the user if there is at least 1,000cn of it within 20'.

**Wand of Negation:** Each time a charge is expended, this wand will cancel the effects of another wand or staff. If the effect that is being negated is an effect with a duration, it will be negated for a single round.

**Wand of Paralyzation:** Each time a charge is expended, this wand creates a cone 60' long and 30' wide at the end. All creatures within the cone must make a saving throw or be paralyzed for 1 hour.

**Wand of Polymorphing:** Each time a charge is expended, this wand produces the effect of either a Polymorph Self on the user of the wand or a Polymorph Other on a target that the wand is pointed at. Unwilling targets may make a saving throw to avoid the effect.

**Wand of Secret Door Detection:** When this wand is activated, it will point the user towards all secret doors within 20'. This expends one charge per secret door revealed.

**Wand of Wizardry:** This wand holds a reservoir of hit points which the wielder can use to cast spells instead of (or in addition to) his own. This reservoir will hold 10d4 hit points. When the reservoir drops below 50% capacity, the wand will automatically use a charge and refill the next day (at dawn).

**Wand of Trap Detection:** When this wand is activated, it will point the user towards all traps within 20'. This expends one charge per trap revealed.

**Staff of Cancellation:** This staff may be used by any character, but may only be used once. When activated, it will permanently drain any magical item (except an artifact) that is touched by it of all power. The GM may require an attack roll to touch a magic item carried or worn by another creature, normally against armor class 10.

**Staff of Dispelling:** This staff is usable by any spellcaster. When the staff is used and a charge is expended, it will cast Dispel Magic as if by a 5th level caster, except with a range of only touch. The staff can be used to dispel magic items. When it is used against an item and a charge is expended it will automatically destroy any potion or scroll; and will cause any other magic item to temporarily cease working for 1d4 rounds. Note that magic weapons and armor still work as mundane weapons and armor even when their magical properties are temporarily suppressed.

*Staff of Harming:* This staff is usable by divine casters only.

Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 1d6+1 damage to the creature in addition to the normal damage that the staff does. The wielder of the staff can also activate it as normal to use any of the following effects as if casting the reverse of the curing spells (using up a variable number of charges):

- 2 charges = Cause Blindness
- 2 charges = Cause Disease
- 3 charges = Cause Serious Wounds
- 4 charges = Create Poison

*Staff of Healing:* This staff is usable by divine casters only. The wielder may activate the staff to cure 1d2 body damage to a target. This does not use a charge, but each target can only be cured once per day by the staff. The staff can also be activated to cure other things, although this uses charges as follows:

- 1 charge = Cure Blindness
- 1 charge = Cure Disease
- 2 charges = Neutralize Poison
- 3 charges = Restoration

*Staff of Power:* This staff holds a reservoir of hit points which the wielder can use to cast spells instead of (or in addition to) his own. This reservoir will hold 10d10 hit points. When the reservoir drops below 50% capacity, the staff will automatically use a charge and refill the next day (at dawn).

*Staff of Striking:* Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 2d6 damage to the creature in addition to the normal damage that the staff does.

*Staff of Withering:* The wielder of the staff may activate the staff and expend a charge to touch a target and cause the target to make a saving throw or age 10 years. This staff does not work on undead.



## Rings

Magical rings like those listed below are generally beyond the ability of current civilizations to create. They are the creations of ancient and/or lost civilizations.

A magical ring must be worn on a finger or thumb to operate, and a character can only wear one magical ring per hand. If a second ring is put on the same hand as an existing ring, neither ring will function (with the exception of a Ring of Weakness). Rings are usually either constant in effect or are activated by a "use item" action.

*Animal Control:* This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Animal Control with the exception that the wearer only gets a single attempt to control creatures per use.

*Delusion:* This ring will appear to function as a different type of ring if an Analyze spell is used on it. Once the ring is worn, it will be completely nonfunctional, but cannot be removed without a Remove Curse being cast on it.

*Djinn Summoning:* Once per week, the wearer of this ring can summon a djinn, who will serve them for a day. If the djinn is killed, the ring loses its magical power.

*Ear:* Three times per day this ring can be removed from its wearer's finger and placed against any surface. Until the wearer recovers the ring, they will be able to hear everything that happens around the ring as if their ear were in the ring's location.

*Elemental Adaption:* To determine the exact type of ring found, roll 1d100: 01-21 = Air, 22-42 = Earth, 43-63 = Fire, 64-84 = Water, 85-91 = Air and Water, 92-98 = Earth and Fire, 99-00 = All Elements.

The wearer of the ring is protected from environmental hazards in the elemental plane that matches the elemental alignment of the ring, and is able to breathe in those planes despite lack of air.

*Fire Resistance:* This ring makes its wearer immune to natural fire, gives a +2 bonus to all saving throws against magical fire, and reduces all magical fire damage done to the wearer by one point per die (to a minimum of one point per die).

*Human Control:* This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Human Control with the exception that the wearer only gets a single attempt to control people per use.

*Invisibility:* This ring may only be used once per turn. When activated it affects the wearer as if they had cast an Invisibility spell on themselves.

*Life Protection:* This ring will protect its wielder from 1d6 levels worth of energy drain. If overloaded (for example if it has only a single level of protection left and the wearer is drained two levels) then it will successfully protect the caster and then turn to dust. If it is exactly used up without being overloaded, it will become a Ring of Protection +1 once its levels of protection have been used up.

*Memory:* This ring can only be used by a spell caster. Once per day, the caster may activate it to recover one spell that they have cast within the previous ten minutes. That spell will be available for casting again as if freshly prepared.

*Plant Control:* This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Plant Control with the exception that the wearer only gets a single attempt to control creatures per use.

*Protection:* This ring gives a bonus to its wearer's armor class and to all saving throws equal to its magical bonus. If a

character wears a Ring of Protection on both hands, only the larger of the two bonuses applies.

**Quickness:** Once per day, the wearer of this ring can move at double speed and take two actions per combat round for ten minutes.

**Regeneration:** The wearer of this ring will recover 1 hit point per ten minutes, and can slowly re-grow lost body parts. A limb will re-grow over the course of a week, whereas a finger or ear would re-grow over the course of a single day. This ring will not stop working when the wearer is on 0 hit points, and will not prevent the wearer from dying. It will also not heal damage from fire or acid (although will re-grow limbs lost to fire or acid).

**Remedies:** Once per day, this ring will duplicate the effect of a Cure Blindness, Cure Disease, Remove Curse or Neutralize Poison spell as if cast by a 6th level divine caster. The spell can be cast on the wearer or on a target that the wearer touches.

**Safety:** This ring acts like a Potion of Luck except that it has 1d4 charges and uses up a charge each time a die is placed instead of rolled. Once all the charges have been used up, this ring becomes non-magical.

**Seeing:** Once per day this ring enhances the character's sight for 30 minutes: a polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his alignment, class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. Blindness is temporally "cured" when this ring is active.

**Ring of Shooting Stars:** Once per day, this ring can unleash 1d6 meteors that behave as the *Lightning Bolt* spell, but do 3d6 damage.

**Spell Eating:** This ring appears to Analyze spells to be a Ring of Spell Turning and operates as one. However, if the wearer of the ring casts a spell themselves, the ring immediately "eats" all the remaining prepared spells that the caster has. The ring can then no longer be removed except by the use of a Remove Curse cast by a 25th level caster. Once the curse has been activated, the wearer can prepare new spells as normal, but will lose them again when they next cast one.

**Spell Storing:** This ring will contain 1d6 different spells (determined randomly as if spells on a Spell Scroll) when found. The wearer of the ring can cast these spells once each, even if not a spell caster. The spells will always be cast as if by a caster of the minimum level needed to cast them, even if the wearer of the ring is a caster of higher level. Each spell can be recharged by having a spell caster cast it directly into the ring. The ring cannot "catch" spells generally cast at the wearer; the spells must be cast directly at the ring with the purpose of recharging it.

**Spell Turning:** Each day, this ring will reflect the first 2d6 spells (roll each day) cast at the wearer back at their casters. This only effects actual spells, not the spell-like powers of monsters or magic items. Once it has absorbed as many spells as it can, the ring has no other powers until the following day.

**Survival:** This ring will contain 1d100+100 charges when found. Each charge spent will allow the wearer to go for 24 hours without food and drink or for 1 hour without breathing. When the ring is down to its last five charges, it will turn black; and when it runs out of charges it will crumble to dust.

**Telekinesis:** This ring can be activated to produce an effect identical to the Telekinesis spell, capable of moving objects weighing up to 2,000cn.

**Truth:** Three times per day, this ring can be activated to telepathically warn its wearer whether a spoken statement that they have just heard is true in the opinion of the speaker.

Note that there is a difference between the speaker being untruthful and the speaker merely being honestly wrong about something.

**Truthfulness:** This ring appears to be a Ring of Truth when examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a 26th level caster, and it compels its wearer to always speak the truth. The wearer may not knowingly lie while wearing the ring (but the ring doesn't prevent them from accidentally being wrong).

**Truthlessness:** This ring appears to be a Ring of Truth when examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a spellcaster of at least 12th level, and it compels its wearer to always speak lies. The wearer may not knowingly make any true statement while wearing the ring (but the ring does not prevent them from making a statement that is accidentally true if they genuinely don't know that it is).

**Water Walking:** This ring allows its wearer to walk on the surface of any liquid without sinking.

**Weakness:** 1d6 rounds after this ring is worn, it will immediately lower its wearer's strength score to 3. The ring cannot be removed until it has had a Remove Curse spell cast on it.

**Wishes:** This ring will grant from one to four wishes (as the Wish spell) before crumbling into dust. To determine the number of wishes contained in the ring, roll 1d10: 1-4 = 1, 5-7 = 2, 8-9 = 3, 10 = 4.

**X-Ray Vision:** The wearer of this ring can see up to 30' through stone or up to 60' through wood. It cannot be used to see through metal. To use the ring, the wearer must stand still and concentrate and can view a 10'x10' area per use. It takes 10 minutes to scan such an area, and the ring can only be used once per hour.

## Ancient and Wondrous Items

Rings of power were not the only magic items produced in ancient times by civilizations all-but-forgotten today. Many wonderful magic items existed then. Most of these items are very rare today even if they were fairly common ages ago. Some of these items may be one of a kind or have never existed outside of legends. Like magic rings, the methods used to create these items are generally lost to the mists of time.

**Amulet of Scrying Protection:** This item protects its wearer from being scried on via a Crystal Ball, and makes them immune to all types of ESP.

**Bag of Devouring:** This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5'x1'x1' or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn. However, any item left in the bag for more than two hours will vanish completely. This will not affect living creatures that are stuffed into the bag.

**Bag of Holding:** This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5'x1'x1' or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn. **Boat, Undersea:** This boat can be operated as a fully functional skiff. However, when a command word is given, it will dive under the water while simultaneously radiating a Water Breathing effect that protects all passengers who are touching the boat. The pilot of the boat can control its movement underwater as if on the surface.

## Donate to the RetroRoleplaying Cancer Fund and Get Some PDF Goodies

Many Microlite74 gamers know that Randall Stukey, the author of Microlite74 and other M20-based old school games is trying to raise funds to pay the bills from [his wife's oral cancer](#) treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they lived in Texas and have no children. Donna (successful so far) cancer treatments have cost over \$110,000. To top things off, her radiation treatments triggered her MS so she has ongoing and expensive medical issues. You can donate to the RetroRoleplaying Cancer Fund (via PayPal) and help them pay their bills.

### Can You Help Pay the Cancer and Medical Bills?

Everyone who donates any amount at all get a password giving them access to a number of special downloads. **Some** of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 ( <http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html> ) and The Grimoire #2 ( <http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html> ) )
- Pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- Microlite74 3.0 Special Edition -- 3 PDFs designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite74 releases, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

<http://www.retroroleplaying.com/node/153>

## Support Microlite74: Please donate if you can!

*Boat, Folding:* This is an ordinary wooden rowboat or sailboat, but when it is not immersed in water, it can be collapsed into a 6-inch cube with a button on one side. If the button is pressed, the boat opens up instantly.

*Boots of Dancing:* These boots function as Boots of Speed until such time as the wearer is in combat or attempting to flee from same. At that point the wearer will be unable to do anything but dance, effectively reducing her speed by half.

*Boots of Leaping:* The wearer of these boots can make leaps of up to 10' vertically and up to 30' horizontally.

*Boots of Levitation:* The wearer of these boots may Levitate as per the spell of the same name. There is no limit to the duration of the levitation. *Boots of Speed:* When travelling overland, the wearer of these boots travels at the speed of a riding horse. However, the wearer can only move at this speed for a single day and then must rest for a day.

*Boots of Speed:* By speaking the command word, these boots double the wearer's speed, but they require the wearer to rest for twice as long as they were used.

*Bowl of Water Elementals:* Once per day, this bowl can be filled with water and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice water elemental. Conjuring the elemental takes 10 minutes.

*Bracers of Armor:* These leather bracers can be worn by anyone, regardless of their training in armor. While worn, they confer a bonus to AC. Roll 1d6 when found: 1-3: +1 AC, 4-5: +2 AC, 6: +3 AC.

*Brazier of Fire Elementals:* Once per day, this brazier can be lit and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice fire elemental. Conjuring the elemental takes 10 minutes.

*Broom of Flying:* This broom will carry its owner through the air at a speed of 80' per round. The owner of the broom must concentrate to move, and the broom will hover if the owner stops concentrating. The broom can also carry a passenger, but in this case its speed is reduced to 60' per round.

*Cape of Escape:* Three times per day, the wearer of this cape can, with a flourish, teleport up to 60 feet, leaving behind a bank of smoke in his wake similar to the *Obscurement* spell.

*Censer of Air Elementals:* Once per day, this censer can be filled with incense and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice air elemental. Conjuring the elemental takes 10 minutes.

*Chime of Time:* This simple metal chime can be commanded to keep track of time. It will sound every hour until commanded to stop, and can be clearly heard within a 60' radius. If the chime is in a Silence 15' Radius spell when it is time to chime, it will automatically dispel the spell as it chimes. The chime can also be used like a hourglass. If commanded, it will slowly change color from one end to the other taking exactly one hour to do so.

*Crystal Ball:* A crystal ball is a scrying device that can only be used by a spellcaster. The crystal ball can be used three times per day to see any place or object that they desire; and a current image of that place or object will appear and last for 10 minutes. The clarity of the image will be based on the familiarity that the user has with the object or area.

*Crystal Ball of Suggestion:* This Crystal Ball is being watched by a malevolent intelligence, which will show the user what it wants her to see rather than what she wants to see. It will finish by casting *Suggestion* on the user.

*Crystal Ball with Clairaudience:* This works just as a normal Crystal Ball, except that by concentrating the user can hear what is going on at the far end as if through the ears of any

living creature shown in the ball. Only a spellcaster can use this item.

**Crystal Ball with ESP:** This works just as a normal Crystal Ball, except that by concentrating the user can read the thoughts of the main subject of the vision if it is a living creature. Only a spellcaster can use this item.

**Decanter of Endless Water:** On command, this glass bottle pours out one gallon of clean water, either fresh or salty according to the user's wishes. A rare few have a second function, producing a gushing torrent of water on command.

**Deck of Illusions:** When thrown down, this deck of cards creates illusions equal to the *Phantasmal Forces* spell. The face cards (Jack, Queen, King, and Ace) instead produce *Spectral Forces*. Each card only functions once, becoming a normal (if finely made) playing card forever after.

**Deck of Many Things:** This special deck of cards has only 20 cards, but each has an amazing power. The owner and anyone else present may draw as many times as they wants, but the deck shuffles after every draw. When all the cards have been drawn or everyone has agreed to stop drawing, they reassemble and vanish, leaving only the sound of mischievous laughter. Sample effects: Placed under a geas, granted one wish, instantly killed, gain one level instantly, add one point to a single stat.

**Displacer Cloak:** This item makes the wearer appear to be 5' from their actual position. This makes all attacks against the wearer take a -2 penalty to their to-hit rolls, and gives the wearer a +2 bonus to all saving throws.

**Drums of Panic:** These are a pair of large kettle drums. When played, they have no effect on creatures within 10' of them, but creatures from 10' to 240' from them must make a saving throw vs MIND or flee in terror for 30 minutes.

**Dust of Disappearance:** When this dust is sprinkled over a creature or object, it becomes invisible as if under the spell *Invisibility* for 1 turn.

**Dust of Appearance,** when sprinkled, reveals any invisible creature or object within 5 feet of where it settles.

**Efreeti Bottle:** This 3' tall heavy jug contains an efreeti. The stopper may be opened once per day, and the efreeti will come forth and serve the opener. If the efreeti is slain, the bottle becomes non-magical. The efreeti is reluctant to serve, and will do its best to use loopholes in the commands that it is given in order to cause harm to the owner of the bottle.

**Egg of Wonder:** This is a painted hollow eggshell. When dropped or throw (up to 60') it will break and an animal will emerge and grow to full size. For the next hour, the animal will obey the user of the egg to the best of its ability; and then it will disappear. To determine the type of animal that is summoned, roll 1d12: 1 = Ape (Rock Baboon), 2 = Bat (Giant), 3 = Bear (Black), 4 = Bear (Grizzly), 5 = Boar, 6 = Cat (Mountain Lion), 7 = Cat (Panther), 8 = Ferret (Giant), 9 = Lizard (Giant Gecko), 10 = Lizard (Giant Draco), 11 = Snake (Racer), 12 = Wolf.

**Elven Boots:** These boots give their wearer a Move Silently ability of 75%, like a thief.

**Elven Cloak:** This cloak is just like a Ring of Invisibility except that its invisibility is not perfect. When the wearer is in the presence of creatures that might notice them, their faint outline will be seen if a 1 is rolled on 1d6.

**Figurine of Wonder:** This is a small carved statuette of an animal. It works like an *Egg of Wonder*, but when time runs out (or if it dies), rather than disappearing it turns back into a figurine. It always produces the same kind of animal, and it can be used once per week.

**Flask of the Alchemist:** This flask can be filled with one pint of any ordinary liquid. Additionally, it can be used to produce a single dose of 1d4+1 randomly-selected potions. This latter ability only works as many times per week as the number of different potions it can make.

**Flask of Curses:** When the wax seal on this bottle is broken, the one who broke it will be affected by a random curse.

**Flying Carpet:** This carpet will carry one passenger at a speed of 100' per round, two at a speed of 80' per round, three at a speed of 60' per round, four at a speed of 40' per round, or five at a speed of 20' per round. The owner of the carpet must concentrate to make it move, and the carpet will hover in place if the owner stops concentrating.

**Gauntlets of Ogre Power:** The owner of these gauntlets has a strength of 18 while wearing the gauntlets, but taking them off return's the owner's strength back to its normal value.

**Girdle of Giant Strength:** Anyone who wears this girdle does double damage with whatever melee attacks they make.

**Goggles of Infravision:** While wearing these lenses, you can see in the dark as well as you can in light.

**Hat of Disguise:** Three times per day, the wearer of this hat can alter their appearance as *Change Self*, including their clothes.

**Helm of Blindness:** Anyone wearing this helmet is immediately made blind. The blindness cannot be cured until the helmet has been removed, and the helmet cannot be removed without a Remove Curse spell being cast on it.

**Helm of Brilliance:** At will, the wearer of this helm can cast *Light*. Three times per day, the wearer can cast *Wall of Fire*. Also, the wearer gains a +10 bonus to any saves against fire.

**Helm of Reading:** This helmet allows the wearer to read any language or cipher, and allows them to identify magical scrolls. However, it does not allow the wearer to use Spell Scrolls if they are not normally able to do so. This helmet is rather delicate, and has a 10% chance of being broken each time its wearer is struck in combat.

**Helm of Telepathy:** The wearer of this helmet can transmit their thoughts to any creature within 60'. The target creature will understand the thoughts of the wearer despite language differences. The wearer may also use the ESP spell to read the thoughts of others.

**Helm of the Sea:** While worn, this helmet allows the wearer to breathe and fight normally with any weapon she can use underwater, and grants her buoyancy enough to swim even if heavily armored.

**Helm of Teleportation:** This helm is only usable by arcane casters. The wearer of the helm may use the Teleport spell as often as they like to teleport themselves, with the normal chances of failure. The wearer may also use the helm to Teleport another creature (again, as if casting the spell). However, doing this discharges the helmet and it can no longer be used for any teleporting until it is recharged by having a Teleport spell cast into it.

**Horn of Blasting:** This horn can be blown once per ten minutes. When it is blown, it creates a cone of sound 100' long and 20' wide at the end. Everyone in the area must take 2d6 damage and make a saving throw vs STR or be deafened for ten minutes. Buildings and ships in the area of effect take 1d8 damage.

**Horn of Valhalla:** Once per day, this horn may be blown to summon the souls of 2d4 brave warriors, who fight alongside the one who blew it as Berserkers for one hour. Their weapons count as magical.





**Horseshoes of Swiftness:** Function as *Boots of Speed*, but can be attached to the feet of any horse, pony, donkey, or mule (including magical horse-like creatures such as pegasi). All four must be worn for it to work, but the horse will never throw a shoe while they are attached.

**Hurricane Lamp:** When this lamp is opened for the first time in a day, a hurricane of wind and rain emerge. Everyone within 30' of the lamp is knocked to the floor for three rounds, and must make a saving throw vs. DEX to avoid having all loose items or items held or carried by them (including weapons, but not including clothing) is scattered throughout the area. Once the hurricane has ended, the lamp may be used as a Lamp of Long Burning, although the hurricane will reset each day and must be triggered again before the lamp can be used.

**Incense of Miracles:** This incense can burn for up to four hours. A cleric or druid who prepares spells while the incense is lit does so as if she were two levels higher, up to and including having the next level of spells.

**Ioun Stone:** Mined from the core of a dead star, there are eight kinds of ioun stone, each with different effects. When activated, they can slowly orbit around their owner's body if she so desires. Roll 1d8 to determine type: 1-Red (+1 to STR) 2-Orange (Reduce all damage by 1) 3-Yellow (+1 to DEX) 4-Green (User does not need to eat, drink, sleep, or breathe unless they want to) 5-Blue (+1 to MIND) 6-Purple (+1 to CHA) 7-White (Regenerate 1 BP/turn) 8-Prismatic (+1 to all d20 rolls)

**Item of Delusion:** Roll randomly on the table again. Although this is in all other respects a perfectly normal example of a similar item, whoever touches it is cursed to believe it is the indicated item despite all logical evidence to the contrary. (For instance an ordinary broomstick might be mistaken for a *Broom of Flying*).

**Lamp of Long Burning:** This lamp must be filled with oil and lit like any other lantern, but it will burn forever without using any of the oil that it contains. The lamp can be put out and re-lit repeatedly like any other lamp. If the lamp is ever completely submerged in water while lit, it will immediately stop working and lose its magical properties.

**Loadstone of Weight:** Whoever touches this heavy rock is unable to discard it until the curse is removed. 20% of these loadstones are also *items of delusion* that lead the bearer to believe that it is actually an enormous and valuable gemstone.

**Medallion of ESP:** This medallion allows the wearer to use the ESP spell at will, with a range as given in the item listing (either 30' or 90'). However, each time it is used, there is a 1 in 6 chance that instead of letting its wearer read minds, it will

broadcast its all of its wearer's thoughts out loud for the next ten minutes.

**Mirror of Life Trapping:** If the owner of this mirror presents it to a creature of human size or smaller and activates it, the creature must make a saving throw vs. MIND or be sucked into the mirror, complete with everything they are wearing and carrying. The mirror can hold up to 20 creatures, who exist in a state of suspended animation while in the mirror, not needing food, drink or air and completely unable to take any actions.

Anyone looking into the mirror can see the reflections of the faces of all those trapped inside, and can wake any of them up temporarily to talk with them. No special communication powers are granted, so the viewer and victim need to share a common language to talk in. If the mirror is broken, all the creatures inside are instantly freed. However, the only way to free a single creature without breaking the mirror is to is a Wish spell.

**Muzzle of Training:** This muzzle will automatically reshape and resize itself to fit any creature with a mouth. When put on a creature and locked with a command word, the creature is magically prevented from biting, talking and casting spells; but it can still eat, drink and breathe normally. The owner of the muzzle can unlock it with a second command word, but otherwise it is locked with the equivalent of a Wizard Lock cast by a 6th level caster.

**Nail, Finger:** This appears to be a Nail of Pointing if checked with an Analyze spell. However, when someone tries to use it as such it will disappear. The next time that person tries to be unnoticed (by disguise, Invisibility or hiding), an illusion of a large glowing hand will appear above their head pointing them out. After that first instance, there is a 25% chance each time the person tries to go un-noticed that the hand will re-appear. This will continue to happen until the victim has a Remove Curse spell cast on them.

**Nail of Pointing:** This appears to be a simple 6" iron nail. Once per day, it can be commanded to point to a mundane (not magical or living) object, and for the next ten minutes the nail will point at the closest instance of that type of object (distance is irrelevant).

**Ointment:** This creamy white salve is normally found in small jars. To use the ointment, the whole jar must be applied to someone's skin. When the ointment is applied in this manner, it will have a random effect, rolled on 1d6: 1 = The user gets a +2 bonus to armor class and saving throws for the next ten minutes, 2 = The user is healed 2d6+2 points of damage, 3 = The user must make a saving throw vs. STR or die, 4 = The user takes 2d6 points of acid damage, 5 = The user is cured of all burn damage, whether magical or normal, 6 = The user's skin turns bright orange for the next 1d4 months.

**Pouch of Security:** If this large sack is stolen, it will shout "Help! I am being stolen!" in common repeatedly for the next hour. The sack's owner can command it to be quiet before the end of the duration.

**Quill of Copying:** When supplied with 1,000gp worth of rare inks, any spell user can command this quill to copy a Spell Scroll containing one or more spells of a type that they can cast onto a blank parchment. There is a 75% chance that the spells will be copied correctly, creating two identical Spell Scrolls, and a 25% chance that the quill will burst, becoming useless and depositing its ink over both parchments (both ruining the original and failing to make a copy).

**Ring Gates:** Anything that passes through one of these two silver hoops (assuming it can fit) comes out of the other gate, preserving its momentum as it does so. One gate is set with a sapphire, the other is set with a carnelian.

**Rope of Climbing:** On command, this 50' rope will wriggle along the ground like a snake, and even up walls and on ceilings. It

can fasten itself onto any solid protrusion on a surface that it is climbing up, and will support up to 10,000cn of weight. A second command will cause the rope to loosen itself and re-coil.

**Scarab of Protection:** This charm has 2d6 charges. Each time a curse is placed on the wearer, it will immediately target the wearer with a Remove Curse as if by a 36th level caster. Each Remove Curse uses up one charge. Additionally, it will block any Finger of Death or Obliterate spell (the reverse of the Raise Dead and Raise Dead Fully spells) cast at the wearer; and this also uses up one charge. When the scarab has run out of charges, it crumbles to dust.

**Ship, Flying:** Anyone with skill at sailing can pilot this ship, which in the absence of wind (or when sailing into the wind) can magically prepare itself at around 15 miles per hour. Most flying ships are at Small Ships or Large Ships, but a few Galleys and Longships are known to exist.

**Slate of Identification:** This 3' square framed sheet of slate is used to identify magic items. The slate has ten charges per day, and is used by placing it on a horizontal surface and then placing a magic item on it. When activated, the slate will identify the magic item (if it has enough charges left to do so) and chalk writing will appear on the slate indicating type of magic item and what command words it has (if any). If asked to identify an artifact, the slate will shatter.

The slate is incapable of identifying cursed items, even those that fail to fool an Analyze spell (such as a Potion of Poison). If it is asked to identify a cursed item, the slate will identify it as being a random type of similar but useful item.

The number of charges needed to identify different types of item are: Potion = 2 charges, Scroll = 3 charges, Ammunition = 3 charges, Wand = 4 charges, Staff = 5 charges, Weapon = 6 charges, Armor or shield = 7 charges, Ring = 8 charges, Wondrous item = 9 charges.

**Spoon of Sustenance:** This wooden spoon, when placed in a bowl or pot and stirred three times, fills the container with bland-tasting but highly nutritious gruel, which can be flavored with magic.

**Stone of Earth Elementals:** Once per day, this stone can be buried in the earth and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice earth elemental. Conjuring the elemental takes 10 minutes.

**Talisman of Travel:** This talisman allows the wearer to cast either a Conjure Elemental or Summon Elemental spell in reverse. Instead of the spell summoning an elemental to the caster, the reversed spell will transport the caster to the elemental plane of their choice. While the caster continues to wear the talisman, they are protected from environmental damage on the elemental plane, such as choking or burning, and can breathe normally.

**Tome of the Archwizard:** 75% of Tomes of the Archwizard contain every Magic-User spell ever invented. The rest contain every Illusionist Spell ever invented. Additionally, the book seems to have infinite pages for note-taking. Unlike other spellbooks, whoever possesses it is capable of reading the spells within (whether or not she can cast them) after one week of study.

**Tome of Training:** By spending one day studying the insights recorded in this book, a member of the indicated class instantly gains one level. Each Tome of Training only works once per reader.

**Wheel of Floating:** When put on a cart or wagon, this wheel will allow the cart to be pulled on the surface of water rather than sinking. A single Wheel of Floating will hold up a vehicle of up to 10,000cn in weight, with every additional Wheel of Floating adding 5,000cn to that weight. Although these wheels will

keep the vehicle above water, they do not effect whatever animal or animals are pulling the vehicle.

**Wheel, Square:** This wheel is the size of a wagon or cart wheel, but is square rather than round. It cannot be used on normal terrain, but when fitted to a wagon or cart it will allow the cart to travel over desert or mountain as if being pulled along a road.

## Magic Weapons and Armor

### Magic Weapons and Armor

Magical weapons and armor follow the same class restrictions as all normal weapons and armor. Magic items will have a "+" value, or if cursed they will have a "-" negative value. When an item has a plus, such as a dagger +1, this means that rolls to hit and damage rolls receive a +1 bonus. Armor with a plus will reduce the AC by the amount specified. For example, leather armor +1 would reduce AC to 6 rather than 7.

Cursed items have the opposite effect, incurring penalties based on the negative value provided. Cursed items, once possessed by a character, can only be disposed of with a dispel evil or remove curse spell. The owner of a cursed item will not believe the item is cursed, and will resist efforts to get rid of the item until one of these spells is cast. Furthermore, the possessor of a cursed weapon will prefer to use this weapon in combat above any other weapon.

Magical armor of the non-cursed variety is lighter and less cumbersome than other armor. Refer to the table below for magical armor weights and for rolling up the kind of armor found by a party.

d100 Roll	Armor Type	Unmodified AC	Magic Weight (lbs)
01-10	Banded mail	15	15
11-30	Chain mail	14	20
31-60	Leather	12	10
61-67	Padded	11	5
68-85	Plate mail	16	25
86-90	Scale mail	13	15
91-95	Splint mail	15	20
96-00	Studded leather	13	15

### Magic Swords

Other powers beyond having a "+" to their attacks and damage sometimes apply to swords and other weapons. They also may have more than one bonus listed, where the first bonus applies to all attacks and damage, and the second applies only to an exclusive group of creatures. Some of these are detailed below, and others listed in the treasure tables are self-explanatory. Other weapons have powers that the wielder is able to command. These weapons are detailed below.

**Sword +1, Flame Tongue:** This sword is +2 against monsters that regenerate, +3 against avian monsters or monsters that have a cold-based attack, or are immune to fire, and this sword is +4 against all undead. When the wielder utters a command, the sword becomes engulfed in flame. The flames provide the same amount of light as a torch, and can be used to ignite anything flammable.

**Sword +1, Life Drinker:** This sword drains a hit die or a life level from any target struck if the wielder utters a command. This sword has 1d4+4 charges, and each use of this ability drains one charge. Once the charges have been used, the sword performs as a normal sword +1.

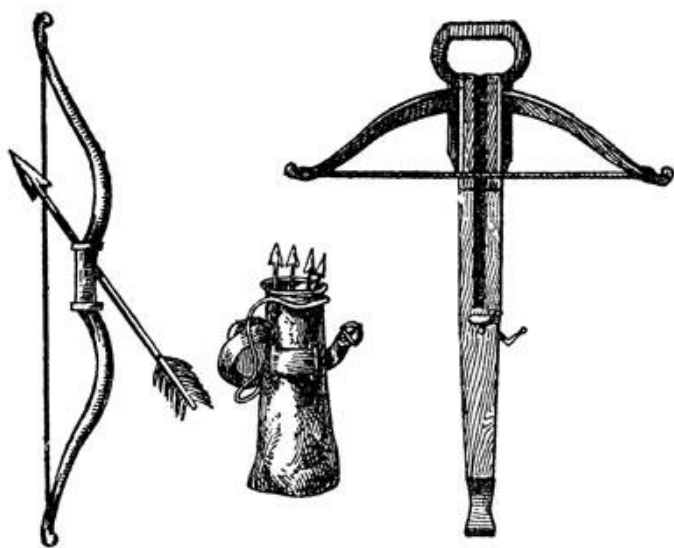
**Sword +1, Locate Objects:** The wielder may locate objects as the magic-user/elf spell one time each day, to a range of 120'.

**Sword +1, Luck Blade:** This sword grants its possessor a +1 bonus on all saving throws. In addition, a luck blade will contain 1d4+1 wishes. When the last wish is used, the sword remains a sword +1 and still grants the +1 saving throw bonus.

**Sword +1, Wish Blade:** In addition to functioning as a sword +1, this sword contains 1d4 wishes. Refer to the magic-user spell wish for guidelines on granting wishes. Once the wishes have been used, the sword performs as a normal sword +1.

**Sword +2, Charm Person:** In addition to functioning as a sword +1, this sword grants the wielder the ability to charm person, as the magic-user/elf spell, 3 times in a week.

**Sword +3, Frost Brand:** This sword is a +6 sword against monsters that live in a hot environment or use a fire-based attack. The sword sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire in the same manner as wearing a ring of fire resistance. A frost brand extinguishes all non-magical fires in a 10' area when touched to a flame.



### Other Magic Weapons

**War Hammer +2, Dwarven Thrower:** In the hands of a dwarf, the war hammer gains an additional +1 bonus (for a total bonus of +3) and gains the returning special ability. It can be hurled with a 60' range. When hurled, it deals triple damage against giants, ettins, ogres, and trolls. It does double damage when thrown against any other target.

**Arrow +3, Slaying Arrow:** This arrow +3 is keyed to a particular type of creature. If it strikes such a creature, the target instantly dies, with no saving throw. Against any other target the arrow functions as an arrow +3. These arrows are often adorned with decorations that imply the creature they can slay. To determine the type of creature the arrow is keyed to, roll on the table below. The GM may add to this list, or choose an appropriate creature type for the situation.

d20 Roll	Type	d20 Roll	Type
1	Avians	11	Giant animals
2	Chimera	12	Golems
3	Clerics	13	Halflings
4	Dragons	14	Magic-users
5	Dwarves	15	Mammals
6	Efreeti	16	Reptiles
7	Elementals	17	Sea creatures
8	Elves	18	Spiders
9	Fighters	19	Thieves
10	Giants	20	Undead

### Sentient Swords

Particularly powerful magical swords are sometimes sentient, or thinking and intelligent entities. These weapons have motivations of their own, and may or may not be hostile to their wielder. The GM plays the personalities of these items in the same manner as an NPC. To create a sentient sword, refer to the categories below, which include Mental Character and Alignment, and Powers.

**Intelligence:** The first step to creating a sentient sword is to roll for its intelligence. The intelligence ability score will determine how many additional powers the sword possesses. Consult the table below.

d6 Roll	INT	Detection Powers	Spell-Like Powers	Communication
1	7	1	0	Empathy
2	8	2	0	Empathy
3	9	3	0	Empathy
4	10	3	0	Verbal
5	11	3	0	Verbal, Read Magic
6	12	3	1	Verbal, read Magic

When a sword communicates through empathy, no actual words are exchanged between it and its wielder, but the wielder becomes intuitively aware of the powers the sword possesses and how these can be employed. A sword capable of verbal communication actually produces an audible voice and speaks to those around it. Sentient swords capable of read magic do so as the magic-user/elf spell, but the ability is always active. Further, swords with the ability to read magic may also read the ordinary written language of any languages known.

**Alignment:** Every sentient sword will have an alignment. This alignment is undetectable until the sword is touched. A character may only wield a sword that shares the same alignment, and if he attempts to handle a sword of a different alignment he will suffer damage each round. The severity of the damage is related to the degree of difference of alignment. For each degree of difference, the character will suffer 1d6 hit points of damage. For example, a chaotic sword will inflict 1d6 hp damage to a neutral character; it will inflict 2d6 hp damage to a lawful character. For this reason, a neutral sword will only ever inflict 1d6 hp of damage. Roll 1d10 to determine the sentient sword's alignment: 1-4: Chaotic; 5-6: Neutral; 7-10: Lawful.

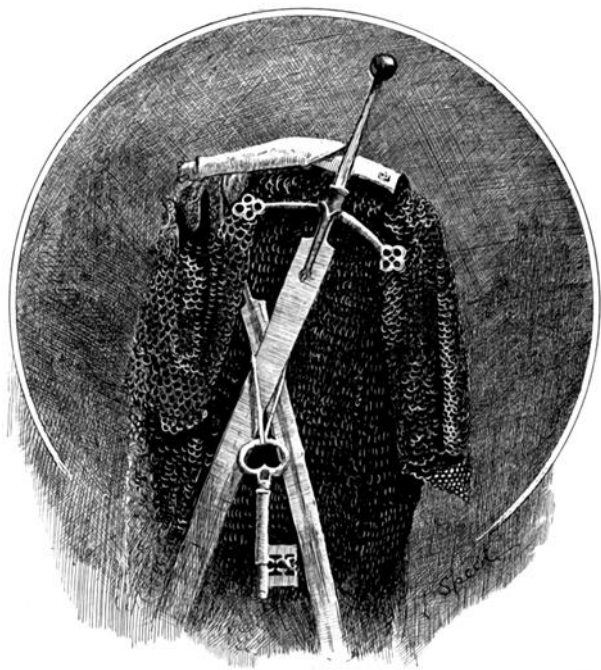
**Psyche and Willpower:** Sentient swords have a psyche rating from 1-12 (roll 1d12). This rating represents the overall strength of character that the sword has. In addition, sentient swords have a base willpower rating equal to the sum of its INT and psyche. A bonus of +1 is added to this rating for each spell-like power the sword possesses. Spell-like powers are discussed below.

A sentient sword may mentally wrestle for dominance with its wielder, depending on the sword's personality and desires. Under certain situations, the GM will need to make an influence check. This may be made in the following situations:

1. The wielder first touches the sword
2. The sword's motivation comes into play
3. A character of a differing alignment touches the sword
4. Another magical sword is found
5. A character has lost 50% of his hp

When an influence check is called for, the willpower of the sword and the willpower of the character are compared, and the highest score wins the test. A character's willpower is determined by summing his WIS and STR. The character subtracts 1d4 from this total if he is wounded but has more than or equal to 50% of his hp. If he has less than 50% of his hp, 2d4 is subtracted from willpower. The sword receives a bonus of 1d10 to its willpower if its alignment is not the same as the character's.

If the character loses, then he loses control of his actions for an amount of time determined by the LL. The sword will force the character to perform a task, such as disposing of or ignoring magic items if a second magical sword is found. Other actions include compelling the wielder into combat or surrender with a nearby foe, or making the character perform another action that serves the desires and goals of the sword. Usually, the duration of control will only be for several rounds until the task is completed.



**Sentient Sword Motivations:** Sentient swords have a 5% probability of having a particular motivation (roll 01-05 on d00). These motivations involve the destruction of particular creatures, classes, or alignments. If a sword has a motivation, raise its INT and psyche each to 12. When a sentient sword is used to attack a being that fits its motivation, a special power is used against the opponent. These powers are determined by the alignment of the sword. A chaotic sword will turn an opponent to stone if the opponent is lawful. Likewise, a lawful sword will paralyze an opponent of chaotic alignment. Saving throws versus spells are allowed for each of these effects. A neutral sword grants the sword wielder a bonus of +1 to all saving throws when combating a creature of the motivational type (regardless of its alignment).

Roll 1d6 to determine a sentient sword's motivation, or the GM may choose an opponent type based on differing characteristics (all reptiles, beings of a certain religion, etc.): 1 – Clerics; 2 – Dwarves, fighters, and halflings; 3 – Elves and magic-users; 4 – Chaotic beings (if sword lawful); 5 – Lawful beings (if sword chaotic); 6 – Monster type (determine randomly).

**Powers:** Sentient swords can have two kinds of additional powers. These include detection powers and spell-like powers. Detection powers allow the sword to detect any of a number of possible items or inclinations. Spell-like powers often mimic spell effects. To use any of the powers detailed below, the sword wielder is required to be holding the sword and concentrating on the effect. All of the detection powers may only be used once in a round, and all spell-like powers may only be used 3 times total in one day. Roll on the detection powers table and ignore identical results, if required to roll more than once. The same holds true if required to roll on the spell-like powers table.

#### Detection Powers Table

Roll d00	Detect	Additional Details
01-05	Evil	20' range
06-10	Good	20' range
11-15	Gems and Jewelry	60' range
16-25	Invisible or hidden	20' range
26-35	Secret doors	10' range, 3 usages per day
36-45	Metals (any specified)	60', lead blocks this ability
46-60	Moving walls and rooms	10' range
61-80	Sloping passages	10' range
81-96	Traps	10' range, 3 usages per day
97	Roll two times	
98-00	Spell-like Power (1)	

#### Spell-Like Powers Table

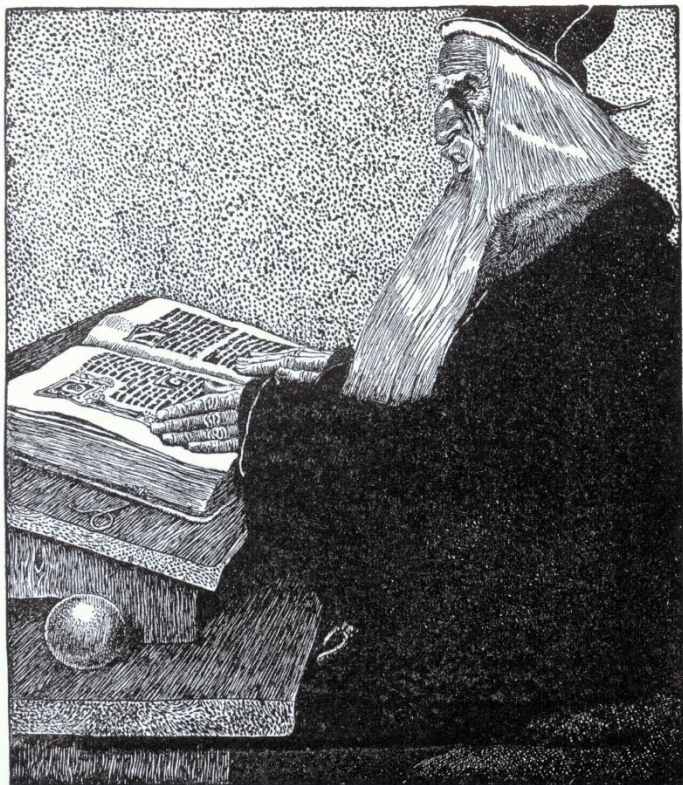
Roll d00	Power	Additional Details
01-10	Clairaudience	As clairvoyance below, but audible instead of visual
11-20	Clairvoyance	As the magic-user spell
21-25	Double damage	See below*
26-35	ESP	As the magic-user spell
36-40	Fly	As the magic-user spell, for 3 turns
41-45	Regenerate	See below**
46-50	Levitate	As the magic-user spell, for 3 turns
51-57	Phantasmal Force	As the magic-user spell
58-67	Telekinesis	As the magic-user spell, up to 200 pounds
68-77	Telepathy	As a <i>helm of telepathy</i>
78-86	Teleportation	As the magic-user spell
87-96	X-Ray Vision	As a <i>ring of x-ray vision</i>
97-99	Roll twice	
00	Roll three times	

\* Damage is doubled for 1d10 rounds. This table result can be combined if rolled more than once. If rolled twice, damage is x4, if rolled three times, damage is x6. This effect does not influence the roll to hit.

\*\* The sword can regenerate hit points with a rate of 1 hp per round, to a maximum of 6 hp per day. This table result can be combined if rolled more than once. If rolled twice, up to 12 hp may be healed, if rolled three times, up to 18 hp may be healed. Note that the rate of healing does not change.







## NOTES ON "OLD SCHOOL" PLAY

While Microlite74 is designed using tried and true "D20" systems filtered through the Microlite20 rules, it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This section will give a brief overview of "old school" play.

### What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character's skills and abilities and the rules to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

**Heroic, not Superheroic:** Old school play, especially at low to mid levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a four-color comic book superhero proud – and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

**Achievement, not Advancement.** Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character's abilities are generally predetermined by his character class, so

old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of character success.

**No Skills:** Unlike in most modern RPGs, there aren't any skills in Microlite74 -- not even the streamlined four skills of Microlite20. Players are intended to have their characters act like adventurers. So don't search your character sheet or the rules for the perfect solution in Microlite74. Instead, you just tell the GM what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

**Limited Magic Items:** Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale (and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create – often requiring rare ingredients that the characters must quest to find. Therefore characters are usually limited to the magic items they find in treasures or take from defeated enemies on adventures.

**No Assumption of "Game Balance":** Old style game sessions aren't about carefully balanced characters (who are all able to shine equally at all times) who only run into situations carefully designed by the GM to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

**It's Not All About Combat:** Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite74 takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

**Reality/Common Sense Trumps Rules:** Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say

it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, the GM ignores the rule because it makes no sense in the specific situation.

**Forget "Rules Mastery":** As some of the above differences have hinted, player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Microlite74 tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. GM rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the GM. They are just guidelines for the GM, not something written in stone that the GM must obey. If something herein does not work right in your campaign (or the GM just does not like a rule), the GM is well within his right to change it. Microlite74 is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

**No Script Immunity:** In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon's hoard.

**Not Mentioned does not mean Prohibited:** Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn't make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like Microlite74, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

## Styles of "Old School" Play

If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old "Tomb of Horrors" module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and make it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the

GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

**Power-Gaming:** Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

**Wargaming:** This is probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure. Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

**Role-Playing:** A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investments made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" be having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

**Story-Telling:** While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in some "old school" blogs,



forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the wargaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.

## Advice for the New Old School Game Master

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If you are comfortable running a rules-light game like standard Microlite20, you'll probably have no trouble running Microlite74 as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've learned to just make a ruling that you think fits the situation and keep the game moving.

### Running a Game Without Skills

The greatest change between Microlite20 and Microlite74 is the removal of all character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if their description of what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only option d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough, the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of

previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

### Guidelines Not Rules

Finally, remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite74 so please change anything you do not like.

## Adventures and Settings

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There are a large number of adventures and campaign settings available for TSR editions of the world's most popular fantasy RPG. Playing copies of most of original adventures from TSR can be found on eBay for very low prices. TSR era adventures can be used with any pre-WOTC edition or retroclone with only very minor conversion.

There are also a large number of free and low cost adventures available in PDF format on the web. A good place to start looking for free adventures is on the Dragonsfoot forum web site (see the link under Old School Internet Resources below).

The best settings and adventures, however, are those you create yourself for your campaign. They don't need to be nearly as elaborate as those produced for use by others, let alone as fancy as those written for professional publication. Many of the GM adventure location keys (including those of the game's original designers) were nothing but room/location numbers with something like "8 hobgoblins, leader has 20gp, trapdoor in floor hides skeleton with silver dagger (animates if dagger touched)" or "Small village, 27 families, 10 orc slaves, Headman: Mongar the Brown (Ftr 4th lvl, +1 sword) Mongar's wife, Rose is a 3rd lvl Cleric of Odin)." You can do that.

## Microlite20 Notes

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Microlite20 is a trimmed down sub-miniature version of the OGL 3.5 SRD. In its most basic form, Microlite20 has only two pages of rules but can be used with most fantasy OGL and d20 adventures and supplements with little or no conversion. Since M20 was published in 2006, many people who prefer rules-lite games have been using it for their d20 games and/or writing expansions, supplements and other material especially for M20.

You can find out more about the original Microlite20 and find more variants like Microlite74 on the Microlite20 web site:  
<http://microlite20.net/>

## Retroroleplaying Web Site

The author of Microlite74 maintains a web site devoted to out of print and out of style tabletop roleplaying games. He is always willing to discuss and answer questions about Microlite74 in the Microlite74 board on the RetroRoleplaying forum.

Web Site: <http://www.retroroleplaying.com/>  
 Forum: <http://www.retroroleplaying.com/forum/>  
 Blog: <http://blog.retroroleplaying.com/>

## Old School Internet Resources

### Old-School Blogs

There are a lot of old-school blogs. Even a selection of just the ones I currently read regularly would fill up a page or two and would likely be out of date quickly. Fortunately, there is a great place to find old school RPG blogs -- the RPG Blog Network, check the Legacy D&D category:  
<http://www.rpgbloggers.com/>

### Major Old-School Forums

#### Dragonsfoot

Very large forum discussing 1e and earlier, related games like retro-clones, Hackmaster, and Castles & Crusades. Many people who worked for TSR in the early days post here. Many free downloads including Footprints magazine and adventures.  
<http://www.dragonsfoot.org/>

#### Knights & Naves Alehouse

Discussions of 0e and 1e.  
<http://knights-n-naves.com/phpbb/>

#### Original D&D Discussion

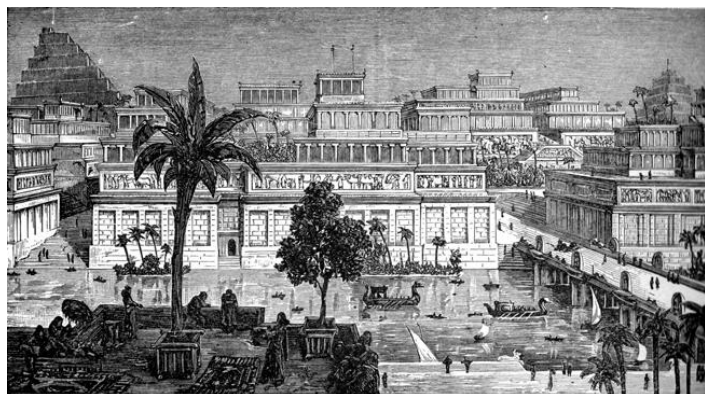
Mainly discussions of 0e. Home of Fight On! Magazine.  
<http://odd74.proboards76.com/>

#### The Piazza: Old D&D Campaign Worlds

Discussions of old published campaign worlds including many no longer officially supported.  
<http://www.thepiazza.org.uk/bb/index.php>

### Old School Product

A number of publishers are producing new material for old school games (using the OGL and retro-clones for compatibility). Many of these products are available through Lulu's Old School Renaissance group. Some downloadable products are free.  
<http://stores.lulu.com/oldschoolren>



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Microlite74: Perilous Adventures  
 Version 1.0 (March 16, 2015)

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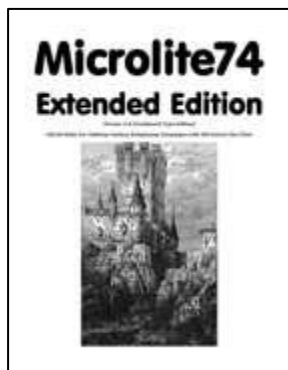
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If you like this game, you may want to consider some of other RetroRoleplaying games. Most are Pay-What-You-Want/Free. All are available from RPGNow at this link

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## Microlite74 Games



Microlite74 is a family of free old school tabletop roleplaying games. The goal of Microlite74 games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions. Microlite74 games are based on the original 1974 edition of the world's most popular fantasy roleplaying game filtered through the rules light Microlite20 version of the third edition of the rules system. Microlite74 games are not

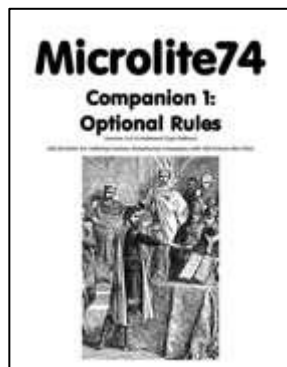
intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

There are three major versions of Microlite74:

- **Microlite74 Basic** which is similar to the original 3 little booklets in the 0e boxed set.
- **Microlite74 Standard** which is similar to the original 3 little booklets in the 0e boxed set plus most of the material from the supplements and "official" material published in the early magazine articles.
- **Microlite74 Extended** that includes everything in Microlite74 Standard does and adds the 0e house rules the author was using in the late 1970s.

Microlite74 Companion volumes add optional rules and optional expansions to the Microlite74 system. There are currently five Companion volumes:

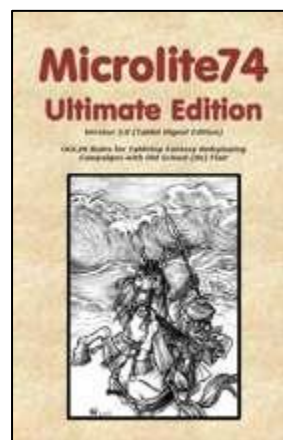
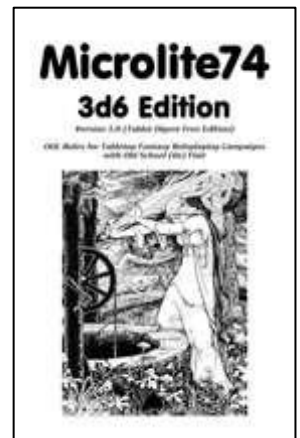
- **Companion I: Optional Rules** includes many optional rules. Most can be used with any version of the third edition of *Microlite74*: Basic, Standard, or Extended.
- **Companion II: Treasure** contains a large number of magical items of treasure and a system for randomly determining what treasure a group of monsters has.
- **Companion III: More Optional Rules** includes many more optional rules, including many new classes. Most can be used with any version of the third edition of *Microlite74*: Basic, Standard, or Extended.
- **Companion IV: Bestiary of Monsters** contains descriptions of a large number of 0e and 1e monsters, including demons and devils. These descriptions are much more detailed than those included in the *Microlite74* rules.



- **Companion V: First Edition Spells** provides more detailed descriptions of spells and provides many new spells similar to those in the first edition of the world's most popular fantasy RPG.

There are special versions of Microlite74 designed to provide a specific "feel" for specific types of campaigns. Currently, two special versions are available:

- **Microlite74 Swords & Sorcery** is Microlite74 Extended with many special rules designed for swords & sorcery style campaigns. there are only two classes (Adventurer and Sorcerer) and 6 levels, magic is limited and casting certain spells can corrupt the caster, and many 0e style magic items are relics of dead civilizations from long ago. Humans are assumed to dominate the world and most enemies are other humans and animals. True monsters certainly exist but they are assumed to be rare.
- **Microlite74 Light vs Dark** was designed for a specific campaign world with only two deities (a Lord of Light (order) and a Lord of Darkness (chaos) who oppose each other. Magic is both common and rare in this campaign world in that about 25% of the population have the ability to use Minor Magic at will (including all characters and NPCs with a class level), but arcane magic is otherwise limited to long, complex, and costly rituals. Clerics have limited spell-like abilities called prayers. Magic items created by binding spirits to material items are more common.
- **Microlite74 3d6 Edition** is a version designed for use with only six-sided dice (3d6 are rolled when a D20 would be rolled in standard versions) and the system includes partial successes as well as success and failure.
- **Microlite74 Perilous Adventures** is version designed for use in the authors Wilderlands campaign. With only three classes, it uses backgrounds and multiple spells lists to allow a wide variety of characters.



All of the above are "Pay What You Want" games which means you can even download them for free. Digest-sized versions (combined with an epub copy) of some of the above are available for a low price.

**Microlite74 Ultimate Edition** is the ultimate version of *Microlite74* in one volume suitable for digest-sized printing or tablet viewing. This Ultimate Edition combines the rules from *Microlite74 Extended* with the additional rules from first, second, and third *Microlite74 Companion* volumes, full treasure listings, some new additional rules, a sample setting, and several short

location-based adventures is a 380+ page digest-sized PDF (epub also included). \$9.95

## Microlite75 Games

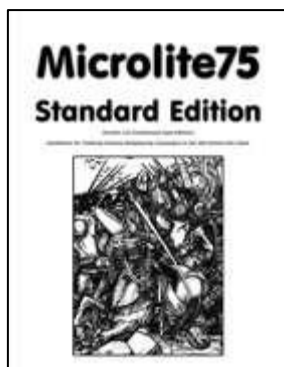
Microlite75 is a family of free old school tabletop roleplaying games. Microlite75 is somewhat of a second edition of *Microlite74* for those who prefer the more standard experience



and level advancement system from the Microlite81 games, body points and hit points and the single save system. Like Microlite74 games, the goal of Microlite75 games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions. Microlite75 games are based on the original 1974 edition of the world's most popular fantasy roleplaying game filtered through the rules light Microlite20 version of the third edition of the rules system.

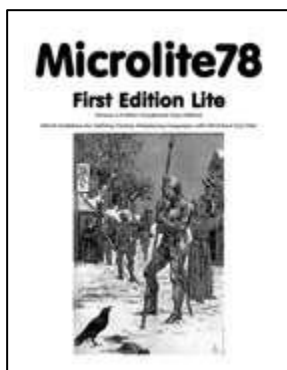
Like Microlite74, there are three major versions of Microlite75:

- **Microlite75 Basic** which is similar to the original 3 little booklets in the 0e boxed set.
- **Microlite75 Standard** which is similar to the original 3 little booklets in the 0e boxed set plus most of the material from the supplements and "official" material published in the early magazine articles.
- **Microlite75 Extended** that includes everything in Microlite75 Standard does and adds the 0e house rules the author was using in the late 1970s.



Unlike Microlite74 games, all versions of include treasure lists and use the author's hit point/body point system. Optional rules in both Microlite75 Standard and Microlite75 Extended provide more traditional hits points, saving throws, and fire-and forget magic systems. All three are available as "Pay What You Want" games.

## Microlite78: First Edition Lite



Microlite78: First Edition Lite is a trimmed-down miniature version of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of Microlite78: First Edition Lite is do for First Edition (1e) what Microlite74 did for the Original Edition (0e) to recreate the style and feel of the First Edition of the world's most popular fantasy roleplaying game published back in 1978 without giving up all of the clearer mechanics of modern D20-

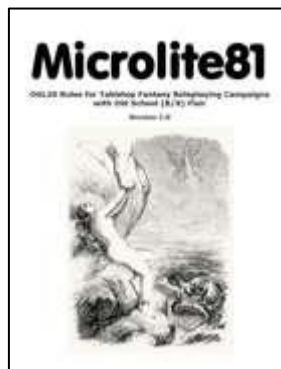
based versions.

Microlite78: First Edition Lite was created at the request of a RetroRoleplaying Cancer Fund donor who asked me if I could piece together parts of Microlite74 to produce a complete single volume Microlite78: First Edition Lite and add a "few things" to make it more like the 1978 "First Edition" of the world's most popular fantasy roleplaying game. It would have been simple to toss the rules from Microlite74 Extended with the descriptions from Companion II: Treasure, Companion IV: Bestiary of Monsters and Companion V: First Edition Spells together in one volume. However, the request was for a bit more: classes written up in more detail (as in Microlite81, including the more normal XP treatment) and some of the system altered a bit to make it more like 1e.

**Microlite78: First Edition Lite** is available as a "Pay What You Want" game.

## Microlite81 Games

Microlite81 is a Microlite20-based version of the B/X version of the world's most popular fantasy roleplaying game -- the two boxed sets (basic and Expert) that were published in 1981.

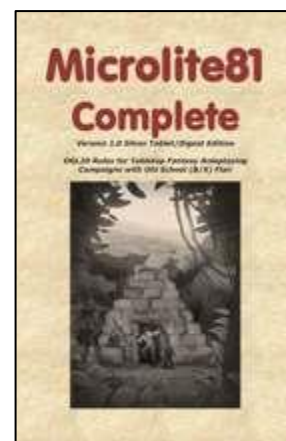


Microlite81 does for B/X what Microlite74 did for 0e, produce a version of the original B/X based on the Microlite20 rules that recreates the style and feel of the B/X version of the world's most popular fantasy roleplaying game published back in 1981 without giving up all of the clearer mechanics of modern D20-based versions. Microlite81 games are based on the 1981 Basic/Expert edition of the world's most popular fantasy roleplaying game filtered through the rules light Microlite20

version of the third edition of the rules system. Microlite81 games are not intended to be a clone of the B/X rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

There are four different versions of Microlite81. All are pay what you want.

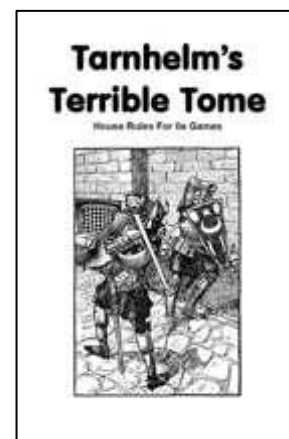
- **Microlite81** is the standard version the game. It is intended to be fairly standard B/X converted to a Microlite20-based system.
- **Microlite81 Complete** is standard Microlite81 with more complete descriptions of spells, monsters, and magic items and a few extras like an example of play which will hopefully make the game more friendly to players with less experience with old school gaming.
- **Microlite81 Extended** is Microlite81 with the author's house rules from the 1977-1983 era. Most of the house rules used in Microlite74 Expanded will also be used in Microlite81 Expanded. They have been modified as needed to work with a system based on B/X instead of one based on 0e.
- **Microlite81 Advanced** uses the spell lists, monsters, and treasures from the 1e (Advanced) version of the world's most popular fantasy RPG, but still limited to the 14 character levels and six spell levels of B/X. There are a large number of optional rules: psionics, mutations, etc.



A digest-sized version of Microlite81 Complete (including a separate epub version) is available for \$7.50. A digest version of Microlite81 Advanced is available for \$9.95. Both include new material not included in the pay what you what versions.

## Tarnhelm's Terrible Tome

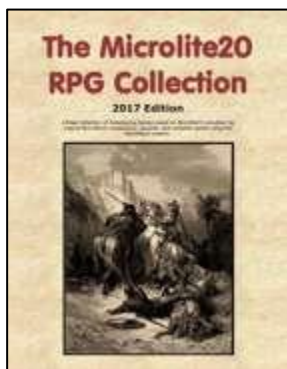
Tarnhelm's Terrible Tome is a set of house rules for the original 1974 (0e) version of the world's most popular tabletop fantasy roleplaying game (and modern clones, like *Swords & Wizardry*). The Tarnhelm's Terrible Tome PDF is designed to be printed double-sided using the booklet-printing feature of Adobe Acrobat, the pages can be folded and stapled to create a "0e" style digest-sized booklet. Most of the house rules are modern renditions of the house rules the author used with his original edition games in the 1970s. Some of in this volume house rules include:



- A simple "skills" system based on class and background instead of lists of skills
- A Hit Point/Body Point system where Hit Points represent fatigue and Body Points represent actual wounds.
- Ritual Magic
- An alternate alignment system
- Critical Hits and Critical misses
- A class based weapon damage system that ends class weapon restrictions.
- An optional Armor system that ends class restrictions on wearing armor
- An optional class: the Mnemonic Mage
- Optional Divine Intervention rules

**Tarnhelm's Terrible Tome** is available as a "Pay What You Want" game.

## Microlite20 RPG Collection



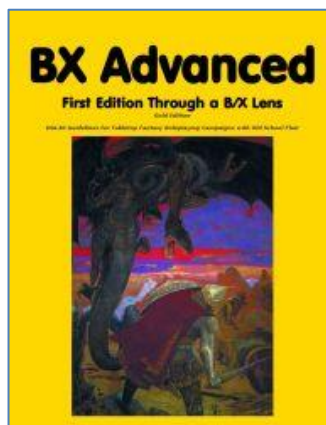
The Microlite20 RPG Collection is a PDF compilation of Microlite20 based games. Each individual game is copyrighted separately, is based on the Open Game License (because the original, Microlite20, is OGL), and is available for free. Each game is a separate entity with its own copyright and license. The author of each individual game is solely responsible for his or her work. No editing of individual games has been done. The original 2010 edition was a single volume with around 600 pages. The 2012

edition about 1400 pages. This third, 2017, edition is just over 2000 pages.

In addition to the standard Microlite20 rules (and a large number of optional systems and expanded rules), The Microlite20 RPG Collection (2017 Edition) includes the following Microlite20-based role-playing games: Microlite20 Revised, M20 SIWDCC, Microlite20 House Rules, MicroFantasy, Alter Microlite20, Ultimate Ultramicrolite20, Nanolite20, Microlite20 Modern, M20 Modern: Expert, Microlite20 Ultimate Modern-Day, M20 Hard Core Rules, Swords against Sorcery, M20 Heroic, Iron Heartbreakers, Microlite11, WildWalker's M20 4e, Microlite20 Variant 4e, Microlite 4E, Micro Action Fantasy, Microlite20 5e, Microlite5e, MicroFive Core, M20 Fifth, MULRAH, Lite20, Mini20, Realms of Renown, Microlite77, Microlite20 OSS, Advanced Microlite20 OSS, Argo, M20 Hyborian Age, Microlite Conan, Prehistoric Microlite20, Microlite20 Bronze Age, Microlite Dark Sun, Omerian Tales, Beacon, WarEngine RPG, Yamato M20, Challenges & Champions, Microlite20 Elf Lords, Microlite20 Dark Heritage, Microlite20 Resident Evil, Microlite20 Cthulhu, Microlite20 Vampires, Microlite20 2012, SpyLite, Giant Bug Invasion, Cyberpunk, SuperLite, Microlite20 Ultimate Costumes, Tumbleweed, Gunsmoke & Goblins, Owl Hoot Trail, Microlite Storytelling, TileHack, Dragoons, ZombiePocalypse, Microlite Tri-Stat, Relics & Ruins, OmegaLite20, RABID, Microlite20 Vermin, Where No Man Has Gone Before, Galactic Methuselah, FrontierLite, M20 Star Wars, Microlite20 Star Wars, Scions of a Primordial Planet, Micro MechWarrior, Stargate 1895, Blaster D20 Microlite, Pendragon D20 Microlite, Diabolical D20 Microlite, TMKT, Microlite20 NG, PathfinderLite20, Microlite20 Edición Némesis, Microlite74 1.1, Microlite74 3.0 Basic, Microlite74 3.0 Standard, Microlite74 3.0 Extended, Microlite78: First Edition Lite, Microlite81, Microlite81 Extended, Gyphons & Gramarye, Microlite20 Golden Edition, DungeonFinder Player's Guide, DungeonFinder GM's Guide, DungeonFinder Book of Monsters, and Grimm Lite.

**The Microlite20 RPG Collection (2017 Edition)** is available as a "Pay What You Want Game"

## BX Advanced



Unlike the above games, which are based on the Microlite20 rules, the BX Advanced games are based on a "retroclone" of the B/X rules produced in 1981. The Basic/Expert version of the world's most popular fantasy roleplaying game is the version of the rules most players started with during the game's "boom years" in the early 1980s. While the first "advanced" edition of the game was the star of the lineup, many players ignored many of its more complex rules when they moved from the "basic" edition to the "advanced"

edition and just added the classes, spells, monsters, and treasure from the advanced edition to the Basic/Expert rules they were already familiar with.

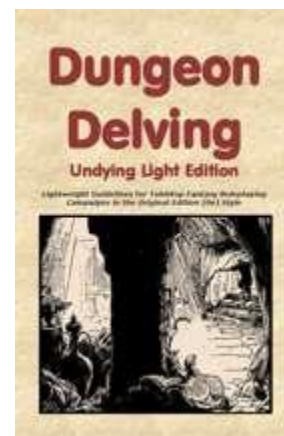
The BX Advanced games are an attempt to produce a set of rules that are a clone of the Advanced First Edition using the Basic/Expert rules as a base: the First Edition through a B/X Lens. This provides a first of the game that is easy to learn, fast to play, and that includes all of the classes, spells, monsters, and treasures most people expect from "classic D&D". BX Advanced allows you to use all of the Basic, Expert, and First Edition adventures and settings from the 1980s as well as the many modern adventures and setting produced by OSR fans and companies today.

The BX Advanced Gold Edition is designed for people who want a classic experience without a lot of the gonzo material that many people added to their 1980s games. The Gold Edition is pretty much classic 1e using the B/X rules system. The BX Advanced Gold Edition includes a number of optional rules systems, but they are fairly tame in what they do to the game. The Gold Edition includes a sample dungeon and a complete small campaign setting. This version is available as a "Pay What You Want" PDF with no real interior art and as a paid PDF with a color cover and interior art (including some color art).

The upcoming BX Advanced Adamantine Edition will take the game into new realms with optional systems for things like technology and mutations, many additional classes, spells, monsters, and treasure, and much more.

## Dungeon Delving

*Dungeon Delving Undying Light* is a trimmed down and simplified version of *Swords & Wizardry*. This game takes the *Continual Light* version and cleans up the rules and the formatting, then adds backgrounds, more monsters, additional minor optional rules, four optional systems (True Magic Rituals, Action Points, Body Points, Advanced Combat), and some basic explanations for the referee on how to handle dungeon and wilderness exploration. Designed to be easy to play and easy to teach to those new to tabletop roleplaying games while retaining all the fun of exploring strange new lands and crawling through dark and dangerous dungeons. Referees can easily create their own adventures and campaign settings or use adventures and setting designed for *Swords & Wizardry* or other early editions and variants of the world's most popular tabletop fantasy roleplaying game.





The standard version of *Dungeon Delving Undying Light* is available as a "Pay What you want" PDF. A digest-sized edition (with an epub version) is available for \$3.99.

Watch for future games in Dungeon Delving line – all will be based on *0e/Swords & Wizardry*, but will push the system in a different "experimental" directions.



# Notes





# Microlite74: Perilous Adventures

*Microlite74* games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite74* games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite74: Perilous Adventures* rules are loosely based on three little booklets found in the boxed set of the 1974 original edition of the world's most popular tabletop fantasy roleplaying game. These rules only use the three classes from the 0e boxed set and use backgrounds and different spell lists to create a large variety of customized characters. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. They also incorporate the author's house rules from the late 1970s as well as material from the *Microlite74 Companions*. *Microlite74: Perilous Adventures* was originally released in the spring of 2015 as a special version of *Microlite74* with high class donated art that was only available to RetroRoleplaying Cancer Fund donors. This slightly revised and expanded version (with public domain art) is available to all.

These rules assume that the GM understands the basic concepts of roleplaying games, but provides information for both the GM and the players on the various "old school" styles of play. *Microlite74* games can easily use adventures and material from early editions of the world's most popular tabletop fantasy roleplaying game or modern clones.

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