

# WAYFARER M20

**Wayfarer M20** presents 6 sections that are designed to be used in conjunction with Microlite20 Core rules. Its primary design goal is to allow M20 to be played with as few pages of rules as possible, without the SRD, and without limiting content to a few short lists. It seeks to provide alternate, fast-moving, and detailed systems to break free of the tyranny of lists, and provide game masters with the tools they need to instantly create limitless variety of original material.

**SRD compatible** material can be created using Wayfarer M20 such as new and original races, classes, equipment, weapons, armor, spells, magic items, magic weapons, magic armor, wandering monsters, campaign monsters, improvised attacks, hazardous effects, treasure hoards, traps, poisons, diseases, and prestige classes.

**The intent** is not to create content that is *identical* to the SRD, which is impossible. Rather, the intent is to create *compatible* material. Meaning, that players will not notice a difference between a monster they fight from the SRD, and the monster behind them that was spawned from MonsterMill20.

**A second goal** of Wayfarer M20 is to include some of the innovations that have come to 3.X gaming in recent years. Much like Trailblazer and Pathfinder, Wayfarer M20 is Micro-3.75 Edition.

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**The Appendices** are provided in order to aid Game Masters and players with integrating Wayfarer M20 material into their M20 campaigns. The Wayfarer M20 material, combined with the Appendices, is all the material gaming groups should need besides dice, pencils, and a quest. The Class, Monster, and Spell/Item Record Sheets will help GMs quickly create unique content for their campaign, and store it away for future sessions.

## WAYFARER M20: APPENDIX

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## WAYFARER M20: CORE SUPPLEMENT

Wayfarer M20 presents additional Races and Classes that are both compatible with the M20 Core rules, and also reflect the design philosophy of the Core material. An alternate system for multiple Level-dependant attacks is presented that averages the same damage output per Level as the previous system, but increases speed of play. Other sections are a supplement to Core material.

### Alternate Character Creation and Advancement

**Standard Point Buy:** Purchase Stat scores with the following system using 13 points.

Stat Score 8 9 10 11 12 13 14 15 16 17

Point Cost 0 1 2 3 4 5 6 8 10 13

**Elite Array:** Assign these scores as desired: 15 (+2), 11 (+0), 8 (-1).

**Stat Based Level Advancement:** Increase HP by STR score/3 (round down), rather than by d6. A number of skills increase by +1 equal to Mind score/5 (round down), rather than every skill increasing by +1.

### Additional Races

**Gnomes** get +2 AC

**Half-Elves** get +1 to Feat bonuses

**Half-Orcs** get +2 melee and missile damage

### Additional Classes

**Barbarians** can wear light or medium armor and use shields. They have a +3 bonus to Physical and may expend HP to go into a rage, suffering -2 AC. For every 2 HP expended, gain +1 to melee attack rolls, melee damage rolls, and ignore 1 point each time damage is taken. A Rage may expend a maximum of (Level +1) HP per encounter. Barbarians may also use their uncanny senses to add +1 to any roll once per day. This increases by +1 at 5<sup>th</sup> Level and every five levels on.

**Bards** can use light armor. They have a +3 bonus to any one chosen skill. They cast Arcane spells with a max Spell Level of  $\frac{1}{3}$  Level (round down). Bards may chose to cast a spell as a Bardic Performance. The Performance takes a full turn, uses chosen skill rather than Level for magic checks, and lowers the spells' final level by 1.

**Clerics** can wear light or medium armour and use shields. They cast divine spells with a Spell Level equal or below  $\frac{1}{2}$  their Class Level, and gain +3 bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

**Druids** can wear light and medium armor but may never use worked metal. They have a +3 bonus to Communication. May transform into any creature with HD less than or equal to Caster Level. Casts any nature related spell with a Spell Level equal or below  $\frac{1}{2}$  their Class Level (rounded down). Spells are cast at +1 HP cost (no signature spells).

**Fighters** wear any kind of armor and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5<sup>th</sup> level and every five levels on.

**Monks** wear no armor but add both DEX and MIND bonuses to AC. They add +3 to Physical. Unarmed attacks deal d8 damage and are treated as light weapons. Add +1 to AC, 'saving throws,' and attack and damage rolls made with unarmed attacks and special monk weapons. This increases at 4<sup>th</sup> Level, and every four Levels on.

**Paladins** use any kind armor and use shields except tower shields. They have a +3 bonus to Communication. Their touch and melee attacks may cure or inflict 1 HP on allies or evil enemies for every 1 HP they exhaust. May cast Divine spells with a Spell Level equal to or below  $\frac{1}{4}$  Caster Level (round down).

**Rangers** use light armor and shields. They have a +3 bonus to Subterfuge. They reduce total penalties from additional attacks by +1, increasing by +1 at 6<sup>th</sup> Level and every five Levels on. At 6<sup>th</sup> Level, may add a second bonus two-weapon/bow attack if they take a further -2 penalty on all attacks that round. May cast Divine spells with a Spell Level equal to or below  $\frac{1}{4}$  Caster Level (round down).

**Rogues** can use light amour. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually Sub+DEX, but depends on situation) against a foe they can add their Subterfuge skill rank to the damage of their first attack that round

**Sorcerers/Magi** wear no amour and gain a +3 bonus to Knowledge. They can cast arcane spells with a spell level equal or below  $\frac{1}{2}$  their class level, rounded up.

**Wizards** wear no armor and add +3 to Knowledge. They cast Arcane spells with a Spell Level equal or below  $\frac{1}{2}$  their Class Level, (rounded down, minimum 1<sup>st</sup>). May select 2 signature spells/Schools of Magic rather than 1.

### Combat

Each round, a character may do 2 things: attack once and move 30 feet. Movement must be traded to make extra attacks. Attacking may be traded for a total of 120 feet of movement. Characters may also do something minor (like draw a weapon) for free each round.

Rather than the standard extra attack progression, at Level 6 characters may choose to make a bonus attack, but every attack you make that round is with a -2 penalty. Reduce all bonus attack penalties by +1 at Level 11 and 16.

Members of every class, except those with a max spell Level of  $\frac{1}{2}$  Level, may use Dex bonus + Level as Melee attack bonus when wielding light weapons. They may also make an extra attack when using two light weapons or a bow, if they take a -2 penalty on all attack rolls that round.

Characters with a max Spell Level of  $\frac{1}{2}$  may choose a signature spell per level from 1<sup>st</sup> upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use. For campaigns with impromptu casting, choose a School, rather than 1 spell per level, that costs 1 HP less to use.

**Saving Throws** = Level + relevant ability bonus.

### Feats

Feats are used to perform extraordinary tasks, and may be used twice per encounter. Feats may be used to add a bonus equal to  $\frac{1}{2}$  the character's Level (round up) to any of the following: d20 roll, damage roll, AC, or spell DC. The GM might also allow you to expend a feat use to attempt a rule-bending action or cause hazardous effects.

## WAYFARER M20: MINIMERCHANT20

MiniMerchant20 allows GM's create many of the items they need for a campaign. Weapons and protective items are able to be created from scratch. A means of generating magical gear is also presented.

### Weapons and Protective Items

Each weapon is created by selecting features from its table. Each feature costs a number of points and the point total determines the item's cost. To create a Melee weapon, a Damage and a Size must be selected. To create a missile weapon a Damage, Range, and Re-fire must be selected. To create weapons from scratch determine the number of Points used to create the item. The weight of a weapon is equal to ¼ the number of points used to create it (round down, minimum 1). The weight of a protective item is ¼ its AC bonus (round down, minimum 1).

Melee Weapons			Missile Weapons				Protective Items
<b>Weapons:</b> gp Price = points*x5			<b>Weapons:</b> gp Price = points*x5				<b>Armor:</b> Price = (AC x 5) <sup>2</sup>
<i>Points</i>	<i>Damage</i>	<i>Size</i>	<i>Points</i>	<i>Damage</i>	<i>Range</i>	<i>Re-fire</i>	Light +1; +2; +3
1	d4	2 Handed	1	d4	Short	Full Turn	Medium +4; +5; +6
2	d6	1 Handed	2	d6	Medium	Move Action	Heavy +7; +8
3	d8	+2 Maneuver	3	d8	Long	At-Will	
4	d10	Thrown	4	d10			<b>Shields:</b> Price = AC x 7
6	d12	Light/Double	6	d12			Standard +1; +2
*Maximum point value= 8			*Maximum point value= 8				Tower +4

### Equipment

Most equipment is purchased in sets of items used for similar purposes. A basic set merely allows the character to participate in the corresponding activity (survive in the wild, investigate a ruin, etc). Each set of items comes with an appropriate means of carrying/packing the set. If a specific item is required, a d20 roll of 11 or more confirms that the character has the item in question at that time. Deluxe kits lower this roll's target to 5 or more and add a +2 to appropriate skill rolls. Characters may carry a weight equal to their STR score.

Equipment					
<i>Set</i>	<i>Price</i>	<i>Weight</i>	<i>Set</i>	<i>Price</i>	<i>Weight</i>
Wilderness Survival Pack	15 gp	5	Craftsman's Tools	5 gp	3
Deluxe Survival Pack	200 gp	10	Deluxe Craftsman's Tools	55 gp	10
Exploration Kit	20 gp	3	Healer's Supplies	100 gp	5
Deluxe Exploration Kit	150 gp	5	Deluxe Healer's Supplies	400 gp	10
Scholar's Bag	70 gp	3	Common Mount and Gear	90 gp	-
Deluxe Scholar's Bag	250 gp	5	War Mount and Gear	580 gp	-
Thieves' Implements	40 gp	3	Magic-Crafting Assortment	500 gp	10
Deluxe Thieves' Implements	130 gp	5	Unique Tool	50 gp	1

### Mounts and Vehicles

Vehicle speed is expressed in five categories with accompanying modifiers: Stationary/Slow speed (0), Average speed (1), Fast (2), and Full (4). These modifiers apply positively to the vehicles' and passengers' defense and apply negatively to many passenger actions. Riders use the vehicle's speed rather than their own. A typical horse moves twice as fast as a humanoid.

### Magic Items

Magic items can be brought over directly from the SRD. If this is done, modify DC's to fit M20 by adding ½ of the party's average Level (round up) to the DC from the SRD. They may also be made from MicroMagic20 spells. When adding magical properties to items of significant value, add the Cost presented below to the value of the regular item. Once creation of a magic item is complete, it may not be modified.

**The DC** for resisting a magic item is 10 + the Creator's Level + Creator's Mind bonus. There are 4 basic types of magic items: single charge, multiple charge, renewable use, and constant use.

**Single Charge:** contains single disposable charge, such as a potion or scroll. (Cost= Spell Level x Caster Level x 50gp).

**Multiple Charge:** contains many disposable charges, such as a wand. (Cost= Spell Level x Caster Level x number of charges x 50gp).

**Renewable use:** contains multiple charges that renew each day. (Cost= Spell Level squared x 2000gp/ (5/Charges per day)).

**Constant use:** effect is continuous, such as magical weapons or rings. (Cost= Spell Level squared x 2000gp).

If PCs create magic items, they must expend 1 Mind for every 250gp of cost (round down) rather than HP for each charge cast into the object, so this may take many days.

## WAYFARER M20: MICROMAGIC20

Micromagic20 allows magic users to create and cast their own unique spells. Rather than rely on traditional spell lists, spells are created to fit the situation, using one of eight Schools of Magic. A School of Magic is a group of related spells that work in similar ways, have a shared starting point, and share a scale of progression. A School's table provides the information needed to create a unique spell, but GMs and players are encouraged to use additional template structures and spell descriptors. The tables provide mostly bare bones game-rule information about how powerful a spell can be, without providing specific details. Players and GMs are left to narrate any remaining information such as which creature is targeted, what the effect looks like, etc.

### Reading the School of Magic Tables

**Name:** the name of the School of Magic that is represented on that table.

**Ad-lib spell template:** This fill-in-the-blank sentence is completed by selecting descriptors from the table below. The selected descriptors modify the final Spell Level (SL). Each School has a set of default descriptors which are in **bold** and indicate a 0-level spell for that School. For each category "step up" a descriptor improves, adjust the spell's final Level by +1. Decrease the spell's final level by -1 for each "step down."

**Power source:** A School of Magic is "Arcane," "Divine," or both "Arcane and Divine" in origin. This designation limits which Schools a particular class has access to.

**Target(s):** A spell may target certain subjects or an area of space. A spell's "area" may be a cylinder (10' radius, 30' high), cone (40' long), four 10' cubes, a ball (20' radius spread) or a 120' line.

**Range:** A spell's range indicates how far from you it can reach. A range of "zero" means the spell can only target the caster or something the caster touches. "close" range is about how far a character can move in one action, or 25'. "medium" range is about 4x close range, or 100'. "long" range is about 8x close range, or 400'.

**Effect:** A spell's effect describes how the spell influences its target. It is the most unique part of a School of Magic.

**Qualifiers:** A spell's qualifier further defines a spell's effect. Not every School of Magic has qualifiers.

**Duration:** How long a spell lasts. A spell with no duration has an instantaneous result with possible long-lasting consequences.

### Additional Modifications

- To combine multiple spells into one, set all common descriptors identically, total combined spell Levels, and add +1.
- Cast spell as a free action by adding +4 to Spell Level.
- Delay spell effects up to 5 rounds by adding +3 to spell Level.
- Set a specific condition to trigger spell cast into creature or object by taking MIND rather than HP damage.
- Effect additional targets (up to Caster Level) dealing half damage or -4 DC by adding +3 to Spell Level.

Abjuration: "...to protect/shield a(n) [Target(s)] at [Range] range from [Effect] by [Qualifier] for [duration]."					Arcane & Divine	
Target(s)	Range	Effect	Qualifier	Duration		
+6			by deflecting [Effect] back to its origin		+6	
+5			by granting immunity		+5	
+4			-		+4	
+3			+8 to saves; DR; dispelling [Effect]		+3	
+2	long		+ 4 to saves; damage reduction	1 hr./Lv	+2	
+1	area of creatures	close	+2 to saves; damage reduction	1 min/Lv.	+1	
+0	<b>[creature]</b>	<b>[zero]</b>	<b>[all spells; physical damage]</b>	<b>[+1 to saves; damage reduction]</b>	<b>[1 min.]</b>	+0
-1			spell School; type of damage <sup>+</sup>		-1	
-2			<sup>+</sup> bludgeoning, slashing, piercing, ranged, fire, cold, acid, electricity, or sonic.		-2	

Conjuration: "...to create/summon a(n) [Target(s)] at [Range] range that [Effect] for [duration]."					Arcane & Divine
Target(s)	Range	Effect	Qualifier	Duration	
+2			provides total cover or concealment; pins down		+2
+1	area of effect	long	grants a +/-4; entangles; knocks down		+1
+0	<b>[single entity]</b>	<b>[close]</b>	<b>[grants a +/-2; disarms; simulates moderate weather]</b>	<b>[10 min/Lv.]</b>	+0
-1			grants a +/- 1; dazzles, simulates light weather	1 round/Lv.	-1

Divination: "... to have [Target] about a(n) [Effect] of an [Qualifier] at [Range] range for [Duration]."					Arcane & Divine	
Target(s)	Range <sup>+</sup>	Effect	Qualifier	Duration <sup>+</sup>		
	unlimited	event, action, future, past				
+2	direct knowledge	long	property; condition; thought	subject	1 hr./Lv.	+2
+1	a perception	close	alignment; artifact; object	-	10 min/Lv.	+1
+0	<b>[a 'yes'/'no' answer]</b>	<b>[zero]</b>	<b>[magical aura; physical substance]</b>	<b>[area]</b>	<b>[time concentrating]</b>	+0
-1						-1
-2				plant; animal; willing subject		-2

<sup>+</sup>Use range to measure time, rather than space, when appropriate.

May cast divinations as an hour long ritual, which has a 75% chance of success, by lowering its final Spell Level by 4.

<b>Enchantment:</b> "...to effect/influence a(n) [Target(s)] at [Range] range to [Effect] for [duration]."					<b>Arcane &amp; Divine</b>
	<b>Target(s)</b>	<b>Range</b>	<b>Effect</b>	<b>Duration</b>	
+4	area of creatures		be controlled		+4
+3	creature of any kind		be held		+3
+2	-		speak	1 day/Lv.	+2
+1	-	long	sleep	1 hour/Lv.	+1
+0	<b>[humanoid]</b>	<b>[close]</b>	<b>[charm]</b>	<b>[1 min/Lv.]</b>	+0
-1	animal	zero	take -1 to rolls be calmed	1 round/Lv. 1 round	-1

<b>Evocation:</b> "...to blast a [Target(s)] at [Range] range in order to deal [Effect] [Qualifier] damage."					<b>Arcane</b>
	<b>Target(s)</b>	<b>Range</b>	<b>Effect</b>	<b>Qualifier</b>	
+3				+6	+3
+2	number of targets (SL/2)			+4	+2
+1	area	long	2 x (SL)d6 <sup>++</sup>	+2	+1
+0	<b>[single target]</b>	<b>[close]</b>	<b>[(SL)d6<sup>+</sup>]</b>	<b>[+0]</b>	+0
-1		zero	<sup>+</sup> 1d6 damage per Spell Level, minimum 1 damage. <sup>++</sup> 2d6 damage per Spell Level, no minimum.		-1

<b>Illusion:</b> "...to project within/disguise a [Target(s)] at [Range] range, [Effect], [Qualifier] for [duration]."					<b>Arcane</b>
	<b>Target(s)</b>	<b>Range</b>	<b>Effect</b>	<b>Qualifier</b>	<b>Duration</b>
+3				full sensory illusion	
+2				audio & visual illusion	1 day
+1	10' /SL around something	long	an adapting	visual illusion	10 min./Lv.
+0	<b>[20' cube per SL]</b>	<b>[close]</b>	<b>[an unchanging]</b>	<b>[audio illusion]</b>	<b>[1 round/Lv.]</b>
-1		zero			as long as caster focuses

<b>Necromancy/Healing:</b> "...to cure/inflict a [Target(s)] at [Range] range with [Effect] [Qualifier] for [duration]."					<b>Divine</b>
	<b>Target(s)</b>	<b>Range</b>	<b>Effect</b>	<b>Qualifier</b>	
+7			death		+7
+6			un-death		+6
+5			2d4 stat score		+5
+4			4d8 + 2 x (SL) HP		+4
+3			3d8 + 2 x (SL) HP; paralysis; disease		+3
+2	creature per Lv.	close	2d8 + 2 x (SL). HP; d4 stat		+2
+1	-	-	1d8 + 2 x (SL) HP; fear; blindness		+1
+0	<b>[creature]</b>	<b>[zero]</b>	<b>[1 HP; contamination]</b>	<b>[n/a]</b>	+0
-1					for only 2 x (SL) rounds

<b>Transmutation:</b> "...to change/morph a [Target(s)] at [Range] range by [Effect] for [duration]."					<b>Arcane &amp; Divine</b>
	<b>Target(s)</b>	<b>Range</b>	<b>Effect</b>	<b>Duration</b>	
+4	target per Lv.				+4
+3	-		transformation	permanent	+3
+2	object		alteration; fly; +4 stat	1 day	+2
+1	-	long	resizing; +2 stat score	10 min/Lv.	+1
+0	<b>[creature]</b>	<b>[close]</b>	<b>[disguise; +1 roll; +1 dmg]</b>	<b>[1 rnd/Lv.]</b>	+0
-1		zero		1 round	-1

### Examples

- Tholozan the Cleric wants to protect himself from fire while exploring the Dungeon of Flame and decides to cast a Level 3 Abjuration spell in preparation. He explains what he wants to the GM, reviews the Abjuration School and announces, "Tholozan casts a Spell Level 3 Abjuration to protect [a creature]<sup>+0 Sp.Lv.</sup> at [zero]<sup>+0 Sp.Lv.</sup> range from a [type of damage: fire]<sup>-1 Sp.Lv.</sup> by [+4 damage reduction]<sup>+2 Sp.Lv.</sup> for [1hr./Lv.]<sup>+2 Sp.Lv.</sup>" He expends the required HP and the spell takes effect.
- Tiamat the Mage wants to destroy a pack of trolls with a cone of acidic vapor with a 5<sup>th</sup> Level spell. He explains what he wants to the GM, and decides, "Tiamat casts a Level 5 Evocation to blast this [cone shaped area]<sup>+1 Sp.Lv.</sup> at [close]<sup>+0 Sp.Lv.</sup> range to deal [2(SL)d6]<sup>+1 Sp.Lv.</sup> [+6]<sup>+3 Sp.Lv.</sup> damage." The Level 5 spell deals 10d6+6 damage to the trolls that fail the save.

# WAYFARER M20: MONSTERMILL20

MonsterMill20 presents two systems for developing M20 monsters quickly, and with a little more detail than the "Create your own" section of the Core rules. While it was designed for monsters, these systems can be used to create unique NPCs and even quick characters. These values represent the complete monster, thus equipment is relegated to flavor or posthumous treasure. Simply perform each step in order.

## Creating Wandering Monsters

1. Choose the monster's Encounter Level (EL). A good EL is usually same as player's Level.
2. Choose a HD/Spells pairing (may cast any spell within chosen School(s), or have a special ability that acts like a particular spell created from that School of Magic. Max Spell Level =  $\frac{1}{2}$  Lv.).

**HP**= Roll HDx EL.

**AC**= 8 + max HD face value

**Attack and Skills**= EL

**Weapon**= 2HD dice, +1d at EL 6, 11, and 16.

**Feats**= Per Player Characters

**Wandering Monster Example:** The (EL 8 ) Die Six Monster. HD 8d6 (24 hp); AC 14; Weapon +8 (3d6); Casts Abjuration, Divination, Enchantment, and Transmutation Schools of spells with a max Spell Level of 2.

HD	Spell Schools/-like Abilities
d4	all arcane
d6	all divine
d8	4 'Arcane & Divine'
d10	1 'Arcane & Divine'
d12	None

## Creating Animals

To create mundane animals, simply use the Wandering Monster rules and exclude magical abilities. Next, choose the HD according to the animal's size and its EL according to its ferocity (max EL 8). Make any needed adjustments from there.

## Creating Campaign/Adventure Monsters

1. Develop the monster's concept, including how it will use its magical ability. Note that this can represent cast-able spells or spell-like abilities for non-casting monsters. So, a monster could have the ability to fly with no cost to HF, or the ability to cast Transmutation School spells, allowing it to fly, at the normal cost of HP.
2. Determine monster's Level/EL. A single monster with the same Level as the characters is a good wandering monster challenge.
3. Use the Monster Creation Table below. Every monster has a default setting indicated by the bracketed descriptors. For every value that is shifted up, another value must be shifted down.
4. Decide if a template is to be used. These create different versions of the same monster, based on its role in the adventure.
5. Allocate Feat bonus or usage. (explained below).
6. Calculate Monster's HP, AC, Weapon Die, Magic known, Max Spell Level, Stats, and Attack and Skills.

Monster Creation				
Hit Die	AC/Armor	Weapon Dice	Schools of Magic/-like Abilities	Max Spell Level
d4	10/none	2d4	0 Spells or Schools	$\frac{1}{5}$ EL (round down)
d6	13/light	2d6	2 'Arcane & Divine' Schools	$\frac{1}{3}$ EL (round up)
<b>[d8]</b>	<b>[16/medium]</b>	<b>[2d8]</b>	<b>[4 'Arcane &amp; Divine' Schools]</b>	<b>[\frac{1}{2} EL (round up)]</b>
d10	19/heavy	2d10	all Divine Schools	
d12	22/hvy.+ shields	2d12	all Arcane Schools	
d12+1	25/hvy.+ t. shields	2(d12+1)	all Divine & + 1 Arcane Schools	
d12+2	28/enhanced	2(d12+2)	All 8 Schools	

**HP**= Roll: EL x HD

**d20** rolls= EL.

**AC, Schools of Magic, and Max Spell Level**= Per table.

**Damage**= Weapon Dice. +1 Die at Level 6, 11, & 16. Monsters gain extra damage dice rather than extra attacks. Note that this determines how much damage a melee or ranged attack does, not necessarily what weapon the monster is wielding, or 'how many' times it hits a Character.

**Monster Creation Example:** Mothman HD 8d10 (40 hp); AC 19; Claws +8 (3d6); Skills +8; Feat bonus +4

It finds people, curses them, and then flies away. Transmutation Ability: may fly for up to 1 day without rest. Casts Enchantment spells (Max Spell Level = 4). (Descriptor shifts: HD +1, AC +1, WD -1 SoM -1, MSL +0).

## Feat Bonuses

The monster's Feat bonus is  $\frac{1}{2}$  Level (round up) and may be used 2 ways: 1. used 2 times per encounter during play, just like a PC's feat bonus; 2. exchanged permanently during creation to additionally increase attack rolls, skill rolls, spell DCs, damage rolls, AC or damage reduction.

## Stat Bonuses

Stat bonuses have already been factored into the monsters' makeup. But, if needed, a monster's primary ability bonus=  $\frac{1}{2}$  Level (round up). Their second and third most important stats are primary bonus -1 and -3 respectively. Full ability score= [bonus]x2+10.

## Monster Role Templates

Cohort: HP=1, EL awarded toward Level advancement is  $\frac{1}{4}$  original.

Captain: Double HP; +2 AC; +1 Damage Dice; EL awarded is 2x.

Lone Boss: +2 AC; +2 Damage Dice; Multiply HP and EL awarded by the number of players.

## NPCs and Quick Characters

These rules may be used to create NPCs as well as characters for a one-shot adventure. Bear in mind that part of creating them is selecting the AC and Weapon Dice of the character. If you allow the NPC or PC to collect new gear, consider using the values selected for weapons and armor function as a cap that may not be exceeded.

## WAYFARER M20: MASTERSMANUAL20

MastersManual20 provides tools for quickly improvising results for unexpected player attack actions, environmental hazards and other bits GMs commonly need for running and planning adventures. The goal is for the GM to spend less time planning and more time playing creatively with the group. It also presents a guide to create unique traps and Afflictions, without having to rely on exhaustive lists.

### Improvised Hazardous Effects

The table below can be used to adjudicate improvised attacks and/or hazards. The DC to inflict a hazardous effect is the target's Level or EL+ the DC modifier. Add the targeted monster's EL to the DC modifier to see how difficult it is to inflict the adjacent damage or condition. To attempt both damage and condition effect, add a second corresponding DC modifier. Either all of the effects are imposed, or none of them. Targets have a chance to end their condition at the end of every turn (DC= roll to impose effect).

Improvised Hazardous Effects		
DC Mod	Damage*	Condition
EL + 10	1	AC and Saves -2
EL + 14	2d4	-2 to d20 rolls
EL + 16	2d6	Do only 1 thing per round (target's choice)
EL + 18	2d8	Cannot move or cannot attack (attacker's choice)
EL + 20	2d10	Skip turn (except for saving throw)
EL + 22	2d12	Totally helpless (except for saving throw)

\*+1 die at EL/Level 6, 11, and 16

### Treasure

Grant treasure based on the EL of the encounter. The value, in gold pieces, for each EL is below.

EL1:100xd6, EL2:200xd6, EL3:300xd6, EL4:300xd6, EL5:400xd6, EL6:600xd6, EL7:800xd6, EL8:1000xd6, EL9:1000xd6, EL10:2000xd6, EL11:2000xd6, EL12:3000xd6, EL13:4000xd6, EL14:5000xd6, EL15:6000xd6, EL16:8000xd6, EL17:10000xd6, EL18:10000xd6, EL19:20000xd6, EL20:20000xd6

### Traps

To create traps, simply use MicroMagic20 spells for effects. Use the Spell Level as its EL and experience award. Use the spells DC for finding and disarming the trap.

### Afflictions: Poison and Disease

Afflictions, such as poison and disease, are similar to Hazardous Effects except they do ability damage to a Stat rather than HP damage. ½ of the Affliction's EL is added to the experience pool upon completing the encounter. Afflictions have an interval, the amount of time between exposure and each saving throw. One saving throw is made to avoid the initial threat (2 dice of damage). Each additional dice of damage (if any) has its own saving throw, made at each interval.

**Intervals**= 1 round (inhaled and injury poison); 1 minute (ingested or contact poison); or 1 day (disease)

**Save DC** = EL + DC modifier.

**Price**= DC multiplied by maximum adjacent initial damage, multiplied by half of the maximum additional damage (for one dose).

**Craft DC**= Save DC, may be modified by crafter. Spend ¾ market price in materials.

**Example:** EL8 (d4) *Venom*. Interval: (Injury) 2d4 STR damage 1st round, 1d4 STR damage 2nd round; Save DC 22; Price 704gp (22x8x4); Craft DC 22

### Converting DC's from the SRD to M20

Modify DC's to fit M20 by adding ½ of the party's average Level (round up) to the DC from the SRD.

### Prestige Classes

The best Prestige Classes are created for specific players and campaigns. For M20, Prestige classes have a minimum skill requirement, narrow the character's area of expertise, and provide additional options and benefits in that area of expertise. Many of the Prestige Classes from the SRD are too crunchy for M20, however, some M20 versions of Prestige classes are provided below.

**Arcane Archer** Requirements: Physical 9; *May not utilize any class benefit while using heavy armor, shields, or weapon other than a bow.* May cast Arcane spells into loosed arrows which trigger upon impact. Spells used for this purpose are treated as having a +2 Spell Level. May add MIND instead of DEX to bow attack rolls.

**Arcane Trickster** Requirements: Subterfuge or Knowledge 11. *May not utilize any class benefit while using medium armor or shields and until Subterfuge is used in the encounter.* Feature: May cast Arcane spells but at +1 spell level. May sneak attack but must add level, rather than Subterfuge, to damage. All other class features are void.

**Archmage** Requirements: Knowledge 16. *May not utilize any class benefit unless casting an Arcane spell. May not use signature spells.* Feature: May expend 4 hp to lower a spell's final level by 1.

**Assassin** Requirements: Subterfuge 8. *May not utilize any class benefit against an enemy that were not unaware.* Feature: May study a victim for 3 rounds before making an assassination attack roll (d20+ DEX+ MIND+ Subterfuge). If hit, the victim makes a saving throw vs. the assassination attack roll: success= takes damage+ Sub; failure= death or temporary paralysis (Assassin's choice).

**Blackguard** Requirements: Communication 9. *May not utilize any class benefit unless doing the will of an evil outsider.* Feature: May use any weapon, armor,

or shield. May cast Divine Spells with a spell level equal or below ¼ their class level rounded up.

**Duelist** Requirement: Physical 9. *May not utilize any class benefits while wearing armor or using a shield and unless wielding a light melee weapon.* Feature: Add physical skill bonus -8 to AC and DEX+ Phys rolls.

**Dwarven Defender** Requirement: Physical 9. *May not utilize any class benefit unless adjacent to an enemy.* Feature: May choose to take defensive stances during an encounter. Once the stance is taken, add ½ Level (round up) to AC and ignore 1 point whenever damage is taken. When your position changes, take a -1 to all STR rolls for the rest of the encounter.

**Eldritch Knight** Requirements: Knowledge 9. *Class features may not add to weapon damage.* Feature: May wear at least light armor and shields and cast Arcane Spells. Spells are cast at +1 Spell Level.

**Hierophant** Requirement: Communication +16. *May not any class benefit unless casting a Divine spell. May not use signature spells.* Feature: May expend 4 hp to lower a spell's final level by 1.

**Mystic Theurge** Requirement: *Communication or Knowledge +9. May not utilize any class benefit unless casting a spell. May not use signature spells.* Feature: May cast Arcane and Divine Spells, but at +1 Spell level

## WAYFARER M20: MATHMERGE20

MathMerge20 presents the ability to compare the apples of class features to the oranges EL and Character Level. It assumes that Core M20 and the SRD are balanced both internally, and with each other. MathMerge20 allows GM's to create new material such as races and classes, as well as provide a means of double-checking balance for house rules.

### The Master List

The process began by giving 1 skill point an arbitrary value of "1," justifying the valuation of other features from that fixed point of reference, double checking progress by assuming general balance between the 4 M20 Core classes, multiplying every value by a factor (so that the total of every feature, across 20 Levels of play is roughly equal to 20.0 for each class), then rounding for convenience.

Feature	EL +/-	Justification	
1 Ability Score Point	0.20	Race section of SRD sets Ability Score bonuses and Skills at a 2:1 value ratio	
Skill Point (+1 Phys.)	0.10	As Above	
Skill Progression	0.13	Assumes a Player will only utilize 33% of the possible ways to use a skill bonus.	
Class Skill (+3)	0.30	3 times the valuation of 1 skill point.	
Typed Attack Bonus	0.10	Seems as important as a +1 to a Skill	
Base Attack Bonus	0.30	3 times the Typed Bonus value (for Melee, Missile, and Magi).	
Add d6 to Max Hit Points	0.33	Valued at 1/3 total value of +1 Attacks and +1 Skills.	
Add 1 to Max Hit Points	0.10	As +d6 Hit Points, but divided by 3.5 and truncated.	
+1 Typed Damage	0.10	As Hit Points (+1 to all damage rolls would be 0.30)	
Extra Attacks	0.30	80% of 3.5 since extra attacks reduce chance of dealing d6 damage.	
Two Weapon Fighting	0.30	As Extra Attacks.	
Signature Spells	0.20	As if it saves 2 HP/day	
Light Armor Use*	0.30	Max AC Bonus for that type of Armor/2 (as it must be worn)	* SRD/M20 Core Armor values are: Light: 0.40 Medium: 0.50 Heavy: 0.75
Medium Armor Use*	0.60	As above	
Heavy Armor Use *	0.80	As above	
Shields Use	0.20	As above, but divide by 2, as it takes a hand to gain benefit.	
Tower Shields Use	0.40	As above	
+1 AC Bonus	0.20	Twice as valuable as armor proficiency that allows for the same bonus.	
Weapon Finesse	0.10	Adds an average of +1 to Melee attack rolls	
Sneak Attack (Lv. 1)	0.20	Value of 4 damage divided by 2, due to requisite skill roll	
Sneak Attack Upgrades	0.10	Value of 1 damage divided by 2, as above.	
Turn Undead (Lv. 1)	0.10	one third the value of a "Arcane and Divine" spell school (x10 for each Spell Level)	
Total Magi Spells/SL	0.27	Average Fighter and Rogue values, and value Magi spells to make Magi meet this value	
Total Cleric Spells/SL	0.21	As Magi spells but -1 "Arcane and Divine" School	
One Spell Level of an "Arcane AND Divine" School	0.03	Divide Magi spell value by 9, such that Evoc. and Ills. spells are worth double the 5 A&D spells.	
One Spell Level of an "Arcane OR Divine" School	0.06	As above, valuing "Necromancy & Healing" equal with Evocation and Illusion Schools.	

### Creating a New Class

This is only a guide to help GMs make judgment calls and probably cannot be used in a mechanical way with every player. To create a class from scratch, decide on an over-arching concept for the class, then select class features, and class feature upgrades that will occur over all 20 Levels.

There are 3 types of class features including: Base class features, One-time features, and Re-occurring features. Each class feature has an EL value. When you total up all the EL values of all the class features the character will gain over all 20 Levels of play, the total should be about EL 20.

**First**, apply base class features. The class base is what all characters in M20 have in common. If you alter a base class feature, you are altering something in the M20 rules that appears somewhere besides the class description. These features are Ability Score/Stat Increases, Attack Bonuses, Extra Attacks, HD (D6), Skill Progression, and +3 Skill Bonus. The total of all of these features combined is 17.0 EL. All the other distinctive features, both One-time, and Re-occurring, will constitute the remaining 3.0 EL.

**Second**, choose the One-time features, starting with any armor and shield proficiencies. Limit additional One-time features such as Two Weapon Fighting so that a character is not over powered at Level 1. When you total all the Level 1 features for M20's Fighter, the total EL is 1.95. Many think the Fighter is too powerful early on, so consider capping Level 1 features to 1.75 EL.

**Third**, select how often class features improvement will occur. The EL of each class feature is multiplied by its number of occurrences. For instance, "Ability Score Increases" are a basic class feature and one is granted every three Levels. This means the character gets 1 point to add to one ability score on Level 3, 6, 9, 12, 15, and 18, a total number of 6 occurrences. Class features can improve on any schedule, some common examples are detailed below.

**Tip:** Whether or not it is best to rigidly enforce the numerical caps mentioned above is largely a matter of style. For example, the Core M20 classes often total higher than 20 EL. However, they also contain a lot of features that players end up under-utilizing. The caps will be most useful for managing players who tend to character-optimize, to reduce the risk of a class becoming too powerful.

### New Character Features

There are 2 basic ways to create a class feature. 1: find a similar class feature on the MathMerge20 list and approximate the EL for the new feature. 2: Treat the feature like a spell-like ability. Spell-like abilities cost the same EL as it's School of Magic, but they do not require HP loss to activate, instead they may be activated at will. So a new class feature that acted like a 0-Level spell from the Divination School would cost 0.04 EL. To improve it like a Level 1 spell would cost another 0.04 EL.

### Creating a New Race

Races can be created much like classes. All races begin with stats determined by rolling 4d6 and dropping the lowest die. A race has a number of features equal to 0.40 EL, but these features do not actually effect the total EL of a character or monster.

## Appendix: MICROLITE20 REDACTION

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

### Stats

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

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

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

### Races

**Humans** get +1 to all skill rolls

**Elves** get +2 MIND

**Dwarves** get +2 STR

**Halflings** get +2 DEX

### Classes

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

**Fighters** wear any kind of armour and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on

**Rogues** can use light armour. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) against a foe they can add their Subterfuge skill rank to the damage of their first attack that round

**Magi** wear no armour. They can cast arcane spells, and gain a +3 bonus to Knowledge

**Clerics** can wear light or medium armour and use shields. They cast divine spells and gain +3 bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

### Skills

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

Skill rank = your level + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus.

Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

### Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list. Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

**Spell Level** 0 1 2 3 4 5 6 7 8 9

**HP Cost** 1 3 5 7 9 11 13 15 17 19

This loss **cannot** be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance. Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

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

### Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

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

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

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

~~Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a 2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.~~

~~If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10, and a fourth at -15 if the total bonus is +16 or more. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2. No more than four attacks can be made in a round, regardless of bonus (five if two weapons are used).~~

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

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

### Other Hazards

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

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

~~Poison : Phys+STR save to avoid or for half, depending on poison.~~

~~Effect varies with poison type.~~

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

### Level Advancement

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

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

Each level adds:

+1d6 to Hit Points

+1 to all attack rolls

+1 to all skills

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND.

Fighters gain +1 to their attack and damage rolls at levels

5,10,15,etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

### Example

The 1st level adventurers have just completed a dungeon adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader.

That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

## Monsters

Name	Hit Dice	Armour Class	Attack
Animal (small) eg Badger	HD 1d8+2 (6 hp)	AC 15	Claw +4 (1d2-1)
Ankheg	HD 3d10+12 (28 hp)	AC 18	Bite +7 (2d6+7 plus 1d4 acid)
Bugbear	HD 3d8+3 (16 hp)	AC 17	Morningstar +5 (1d8+2) or javelin +3 (1d6+2)
Choker	HD 3d8+3 (16 hp)	AC 17	Tentacle +6 (1d3+3)
Deinonychus (Raptor)	HD 4d8+16 (34 hp)	AC 16	Talons +6 (2d6+4)
Dire Rat	HD 1d8+1 (5 hp)	AC 15	Bite +4 (1d4 plus disease)
Dragon (young Red)	HD 13d12+39 (123 hp)	AC 21	Bite +20 (2d6+7) or breath 10d10 DC24 phys+DEX to dodge for half
Dwarf	HD 1d8+2 (6 hp)	AC 16	Waraxe +3 (1d10+1) or shortbow +1 (1d6)
Earth Elemental (large)	HD 8d8+32 (68 hp)	AC 18	Slam +12 (2d8+7)
Elf	HD 1d8 (4 hp)	AC 15	Longsword +2 (1d8+1) or longbow +3 (1d8)
Gargoyle	HD 4d8+19 (37 hp)	AC 16	Claw +6 (1d4+2)
Goblin	HD 1d8+1 (5 hp)	AC 15	Morningstar +2 (1d6) or javelin +3 (1d4)
Griffon	HD 7d10+21 (59 hp)	AC 17	Bite +11 (2d6+4)
Halfling	HD 1d8+1 (5 hp)	AC 16	Shortsword +3 (1d6) or light crossbow +3 (1d6)
Hellhound	HD 4d8+4 (22 hp)	AC 16	Bite +5 (1d8+1 plus 1d6 fire)
Hill Giant	HD 12d8+48 (102 hp)	AC 20	Greatclub +16 (2d8+10) or rock +8 (2d6+7)
Hobgoblin	HD 1d8+2 (6 hp)	AC 15	Longsword +2 (1d8+1) or javelin +2 (1d6+1)
Human Commoner	HD 1d8+1 (5 hp)	AC 12	Dagger +1 (1d6+1) or sling +1 (1d4)
Insect (small), e.g. Spider	HD 1d8 (4 hp)	AC 14	Bite +4 (1d4-2 plus poison)
Kobold	HD 1d8 (4 hp)	AC 15	Spear +1 (1d6-1) or sling +3 (1d3)
Ogre	HD 4d8+11 (29 hp)	AC 16	Greatclub +8 (2d8+7) or javelin +1 (1d8+5)
Orc	HD 1d8+1 (5 hp)	AC 13	Falchion +4 (2d4+4) or javelin +1 (1d6+3)
Owlbear	HD 5d10+25 (52 hp)	AC 15	Claw +9 (1d6+5)
Rust Monster	HD 5d8+5 (27 hp)	AC 18	Antennae touch +3 (rust)
Shadow	HD 3d12 (19 hp)	AC 13	Incorporeal touch +3 (1d6 Str)
Skeleton Warrior	HD 1d12 (6 hp)	AC 15	Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)
Stirge	HD 1d10 (5 hp)	AC 16	Touch +7 (attach)
Stone Golem	HD 14d10+30 (107 hp)	AC 26	Slam +18 (2d10+9)
Troll	HD 6d8+36 (63 hp)	AC 16	Claw +9 (1d6+6)
Werewolf (hybrid form)	HD 3d8+7 (20 hp)	AC 16	Claw +4 (1d4+2)
Wight	HD 4d12 (26 hp)	AC 15	Slam +3 (1d4+1 plus energy drain)
Wolf	HD 2d8+4 (13 hp)	AC 14	Bite +3 (1d6+1)
Wyvern	HD 7d12+14 (59 hp)	AC 18	Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)
Zombie	HD 2d12+3 (16 hp)	AC 11	Slam +2 (1d6+1) or club +2 (1d6+1)

**Skills:** All creatures have a bonus to all skills equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

**Monster Advancement:** To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (ie, d4->d6, d6->d8, etc).

Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

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

### Sample Characters

#### Morris, Human Rogue-1

STR 12 (+1), DEX 15 (+2), MIND 12 (+1)  
hp 13, AC 15 (Studded Leather), Paired Short Swords, +0/+0, d6+1  
Subterfuge +5, all others @ +2

#### Kendrick, Dwarf Fighter-1

STR 16 (+3), DEX 13 (+1), MIND 11 (+0)  
hp 17, AC 17 (Chainmail + shield), Longsword +5, d8+4  
Physical +4, all others @ +1

#### Cholmer, Elven Mage-1

STR 12 (+1), DEX 13 (+1), MIND 16 (+3)  
hp 13, AC 11 (Robes), Quarterstaff +2, d6+1  
Knowledge +4, all others @ +1  
Spells: All 0 and 1st level arcane spells.

#### Barnabas, Halfling Cleric-1

STR 10 (+0), DEX 16 (+3), MIND 13 (+1)  
hp 11, AC 18 (Chainmail), Morningstar +1, d8  
Communication +4, all others @ +1  
Spells: All 0 and 1st level divine spells.

## APPENDIX: MATHMERGE20 & WAYFARER CLASSES

### Base Class Features

Feature	EL Value	Times	Product
Stat Increases	0.20	6.0	1.20
Attack Bonuses	0.30	20.0	6.00
Extra Attacks	0.30	1.0	0.30
HD (D6)	0.33	20.0	6.60
Skill Progression	0.13	20.0	2.60
+3 Physical	0.30	1.0	0.30
<b>Total Base Class Features</b>			<b>17.00</b>

### Bard

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Any)</i>			17.00
L. Armor	0.30		0.00
Arcane Spells	0.27	6.5	1.76
Bardic Performance	0.42	1.0	0.42
Two Weapon Fighting	0.30	1.0	0.30
Weapon Finesse	0.10	1.0	0.10
<b>Total</b>			<b>19.58</b>

### Barbarian

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Physical)</i>			17.00
M. Armor	0.50	1.0	0.50
Shields	0.20	1.0	0.20
Rage	0.35	1.0	0.35
Rage Upgrades	0.55	3.0	1.65
Two Weapon Fighting	0.30	1.0	0.30
Weapon Finesse	0.10	1.0	0.10
Uncanny Sense	0.43	1.0	0.43
<b>Total</b>			<b>20.53</b>

### Cleric

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Communication)</i>			17.00
M. Armor	0.50	1.0	0.50
Signature Spells	0.20	1.0	0.20
Turn Undead	0.01	10.0	0.10
Divine Spells	0.21	10.0	2.10
<b>Total</b>			<b>19.90</b>

### Druid

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Communication)</i>			17.00
M. Armor	0.60	1.0	0.60
No Worked Metal	-0.05	1.0	-0.05
Transformation	0.04	10.0	0.40
Arcane Spells	0.27	9.5	2.57
Necromancy/Healing	0.06	9.5	0.57
HP Spell Cost +1	-0.10	8.0	-0.80
<b>Total</b>			<b>20.29</b>

### Fighter

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Physical)</i>			17.00
H. Armor	0.75	1.0	0.75
Tower Shields	0.40	1.0	0.40
2 Weapon Fighting	0.30	1.0	0.30
Weapon Finesse	0.10	1.0	0.10
Melee Attack +1	0.10	5.0	0.50
Missile Attack +1	0.10	5.0	0.50
Melee Damage +1	0.10	5.0	0.50
Missile Damage +1	0.10	5.0	0.50
<b>Total</b>			<b>20.55</b>

### Monk

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Physical)</i>			17.00
Add DEX to AC	0.10	1.0	0.10
Add MIND to AC	0.10	1.0	0.10
Unarmed Attacks	0.20	2.0	0.40
AC +1	0.20	6.0	1.20
Saving Throws +1	0.10	6.0	0.60
Damage +1	0.10	6.0	0.60
Two Weapon Fighting	0.30	1.0	0.30
Weapon Finesse	0.10	1.0	0.10
<b>Total</b>			<b>20.40</b>

### Paladin

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Communication)</i>			17.00
H. Armor	0.80	1.0	0.80
Shields	0.20	1.0	0.20
Cure and Inflict	0.04	20.0	0.80
Divine Spells	0.21	4.5	0.95
Two Weapon Fighting	0.30	1.0	0.30
Weapon Finesse	0.10	1.0	0.10
<b>Total</b>			<b>20.15</b>

### Ranger

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Subterfuge)</i>			17.00
L. Armor	0.30	1.0	0.30
Shields	0.20	1.0	0.20
Additional Attacks Bonuses	0.10	4.0	0.40
Second Additional Attack	0.30	1.0	0.30
Divine Spells	0.21	4.5	0.95
Two Weapon Fighting	0.30	1.0	0.30
Weapon Finesse	0.10	1.0	0.10
<b>Total</b>			<b>19.55</b>

### Rogue

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Subterfuge)</i>			17.00
L. Armor	0.40	1.0	0.40
2 Weapon Fighting	0.30	1.0	0.30
Weapon Finesse	0.10	1.0	0.10
Sneak Attack	0.20	1.0	0.20
SA Upgrades	0.10	19.0	1.90
<b>Total</b>			<b>19.90</b>

### Sorcerer

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Knowledge)</i>			17.00
Arcane Spells	0.27	9.5	2.57
Signature Spells	0.20	1.0	0.20
Bonus Signature Spells	0.20	1.0	0.20
<b>Total</b>			<b>19.97</b>

### Wizard/Magi

Feature	EL Value	Times	Product
<i>Base Class Features</i>			17.00
No Armor	0.00	0.0	0.00
Signature Spells	0.20	1.0	0.20
Arcane Spells	0.27	10.0	2.70
<b>Total</b>			<b>19.90</b>



# WAYFARER M20: MONSTER RECORD SHEET

Name \_\_\_\_\_ HD \_\_\_\_ d \_\_\_\_ ( \_\_\_\_ hp)  
Weapon \_\_\_\_\_ + \_\_\_\_ ( \_\_\_\_ d \_\_\_\_ ); AC \_\_\_\_\_; Feat \_\_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

HD+ \_\_\_\_ AC+ \_\_\_\_ WD+ \_\_\_\_ SoM+ \_\_\_\_ MSL+ \_\_\_\_

Name \_\_\_\_\_ HD \_\_\_\_ d \_\_\_\_ ( \_\_\_\_ hp)  
Weapon \_\_\_\_\_ + \_\_\_\_ ( \_\_\_\_ d \_\_\_\_ ); AC \_\_\_\_\_; Feat \_\_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

HD+ \_\_\_\_ AC+ \_\_\_\_ WD+ \_\_\_\_ SoM+ \_\_\_\_ MSL+ \_\_\_\_

Name \_\_\_\_\_ HD \_\_\_\_ d \_\_\_\_ ( \_\_\_\_ hp)  
Weapon \_\_\_\_\_ + \_\_\_\_ ( \_\_\_\_ d \_\_\_\_ ); AC \_\_\_\_\_; Feat \_\_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

HD+ \_\_\_\_ AC+ \_\_\_\_ WD+ \_\_\_\_ SoM+ \_\_\_\_ MSL+ \_\_\_\_

Name \_\_\_\_\_ HD \_\_\_\_ d \_\_\_\_ ( \_\_\_\_ hp)  
Weapon \_\_\_\_\_ + \_\_\_\_ ( \_\_\_\_ d \_\_\_\_ ); AC \_\_\_\_\_; Feat \_\_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

HD+ \_\_\_\_ AC+ \_\_\_\_ WD+ \_\_\_\_ SoM+ \_\_\_\_ MSL+ \_\_\_\_

Name \_\_\_\_\_ HD \_\_\_\_ d \_\_\_\_ ( \_\_\_\_ hp)  
Weapon \_\_\_\_\_ + \_\_\_\_ ( \_\_\_\_ d \_\_\_\_ ); AC \_\_\_\_\_; Feat \_\_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

HD+ \_\_\_\_ AC+ \_\_\_\_ WD+ \_\_\_\_ SoM+ \_\_\_\_ MSL+ \_\_\_\_

Name \_\_\_\_\_ HD \_\_\_\_ d \_\_\_\_ ( \_\_\_\_ hp)  
Weapon \_\_\_\_\_ + \_\_\_\_ ( \_\_\_\_ d \_\_\_\_ ); AC \_\_\_\_\_; Feat \_\_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

HD+ \_\_\_\_ AC+ \_\_\_\_ WD+ \_\_\_\_ SoM+ \_\_\_\_ MSL+ \_\_\_\_

Name \_\_\_\_\_ HD \_\_\_\_ d \_\_\_\_ ( \_\_\_\_ hp)  
Weapon \_\_\_\_\_ + \_\_\_\_ ( \_\_\_\_ d \_\_\_\_ ); AC \_\_\_\_\_; Feat \_\_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

HD+ \_\_\_\_ AC+ \_\_\_\_ WD+ \_\_\_\_ SoM+ \_\_\_\_ MSL+ \_\_\_\_

Name \_\_\_\_\_ HD \_\_\_\_ d \_\_\_\_ ( \_\_\_\_ hp)  
Weapon \_\_\_\_\_ + \_\_\_\_ ( \_\_\_\_ d \_\_\_\_ ); AC \_\_\_\_\_; Feat \_\_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

HD+ \_\_\_\_ AC+ \_\_\_\_ WD+ \_\_\_\_ SoM+ \_\_\_\_ MSL+ \_\_\_\_

Name \_\_\_\_\_ HD \_\_\_\_ d \_\_\_\_ ( \_\_\_\_ hp)  
Weapon \_\_\_\_\_ + \_\_\_\_ ( \_\_\_\_ d \_\_\_\_ ); AC \_\_\_\_\_; Feat \_\_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

HD+ \_\_\_\_ AC+ \_\_\_\_ WD+ \_\_\_\_ SoM+ \_\_\_\_ MSL+ \_\_\_\_

Name \_\_\_\_\_ HD \_\_\_\_ d \_\_\_\_ ( \_\_\_\_ hp)  
Weapon \_\_\_\_\_ + \_\_\_\_ ( \_\_\_\_ d \_\_\_\_ ); AC \_\_\_\_\_; Feat \_\_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

HD+ \_\_\_\_ AC+ \_\_\_\_ WD+ \_\_\_\_ SoM+ \_\_\_\_ MSL+ \_\_\_\_

Name \_\_\_\_\_ HD \_\_\_\_ d \_\_\_\_ ( \_\_\_\_ hp)  
Weapon \_\_\_\_\_ + \_\_\_\_ ( \_\_\_\_ d \_\_\_\_ ); AC \_\_\_\_\_; Feat \_\_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

HD+ \_\_\_\_ AC+ \_\_\_\_ WD+ \_\_\_\_ SoM+ \_\_\_\_ MSL+ \_\_\_\_

Name \_\_\_\_\_ HD \_\_\_\_ d \_\_\_\_ ( \_\_\_\_ hp)  
Weapon \_\_\_\_\_ + \_\_\_\_ ( \_\_\_\_ d \_\_\_\_ ); AC \_\_\_\_\_; Feat \_\_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

HD+ \_\_\_\_ AC+ \_\_\_\_ WD+ \_\_\_\_ SoM+ \_\_\_\_ MSL+ \_\_\_\_

## APPENDIX: SPELL/ITEM RECORD SHEET

Name \_\_\_\_\_ School(s) of Magic \_\_\_\_\_ Total Spell Level \_\_\_\_\_  
Spell Level Adjustments: Target(s) \_\_\_\_\_ Range \_\_\_\_\_ Effect \_\_\_\_\_ Qualifier \_\_\_\_\_ Duration \_\_\_\_\_  
Description \_\_\_\_\_

Name \_\_\_\_\_ School(s) of Magic \_\_\_\_\_ Total Spell Level \_\_\_\_\_  
Spell Level Adjustments: Target(s) \_\_\_\_\_ Range \_\_\_\_\_ Effect \_\_\_\_\_ Qualifier \_\_\_\_\_ Duration \_\_\_\_\_  
Description \_\_\_\_\_

Name \_\_\_\_\_ School(s) of Magic \_\_\_\_\_ Total Spell Level \_\_\_\_\_  
Spell Level Adjustments: Target(s) \_\_\_\_\_ Range \_\_\_\_\_ Effect \_\_\_\_\_ Qualifier \_\_\_\_\_ Duration \_\_\_\_\_  
Description \_\_\_\_\_

Name \_\_\_\_\_ School(s) of Magic \_\_\_\_\_ Total Spell Level \_\_\_\_\_  
Spell Level Adjustments: Target(s) \_\_\_\_\_ Range \_\_\_\_\_ Effect \_\_\_\_\_ Qualifier \_\_\_\_\_ Duration \_\_\_\_\_  
Description \_\_\_\_\_

Name \_\_\_\_\_ School(s) of Magic \_\_\_\_\_ Total Spell Level \_\_\_\_\_  
Spell Level Adjustments: Target(s) \_\_\_\_\_ Range \_\_\_\_\_ Effect \_\_\_\_\_ Qualifier \_\_\_\_\_ Duration \_\_\_\_\_  
Description \_\_\_\_\_

Name \_\_\_\_\_ School(s) of Magic \_\_\_\_\_ Total Spell Level \_\_\_\_\_  
Spell Level Adjustments: Target(s) \_\_\_\_\_ Range \_\_\_\_\_ Effect \_\_\_\_\_ Qualifier \_\_\_\_\_ Duration \_\_\_\_\_  
Description \_\_\_\_\_

Name \_\_\_\_\_ School(s) of Magic \_\_\_\_\_ Total Spell Level \_\_\_\_\_  
Spell Level Adjustments: Target(s) \_\_\_\_\_ Range \_\_\_\_\_ Effect \_\_\_\_\_ Qualifier \_\_\_\_\_ Duration \_\_\_\_\_  
Description \_\_\_\_\_

Name \_\_\_\_\_ School(s) of Magic \_\_\_\_\_ Total Spell Level \_\_\_\_\_  
Spell Level Adjustments: Target(s) \_\_\_\_\_ Range \_\_\_\_\_ Effect \_\_\_\_\_ Qualifier \_\_\_\_\_ Duration \_\_\_\_\_  
Description \_\_\_\_\_



Name

**Character Description and Features**

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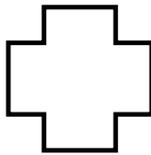
**Stats**

Strength [ ] = ( )

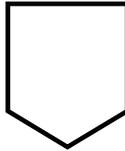
Dexterity [ ] = ( )

Mind [ ] = ( )

**HP** ( )



**AC**



**Skills**

Communication ( )

Knowledge ( )

Physical ( )

Subterfuge ( )

**Character Level** ( )

**Gear and Notes**

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**Attack Rolls**

Melee: STR + LV = { }    Missile: DEX + LV = { }    Magic: MIND + LV = { }

Wealth				Experience
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