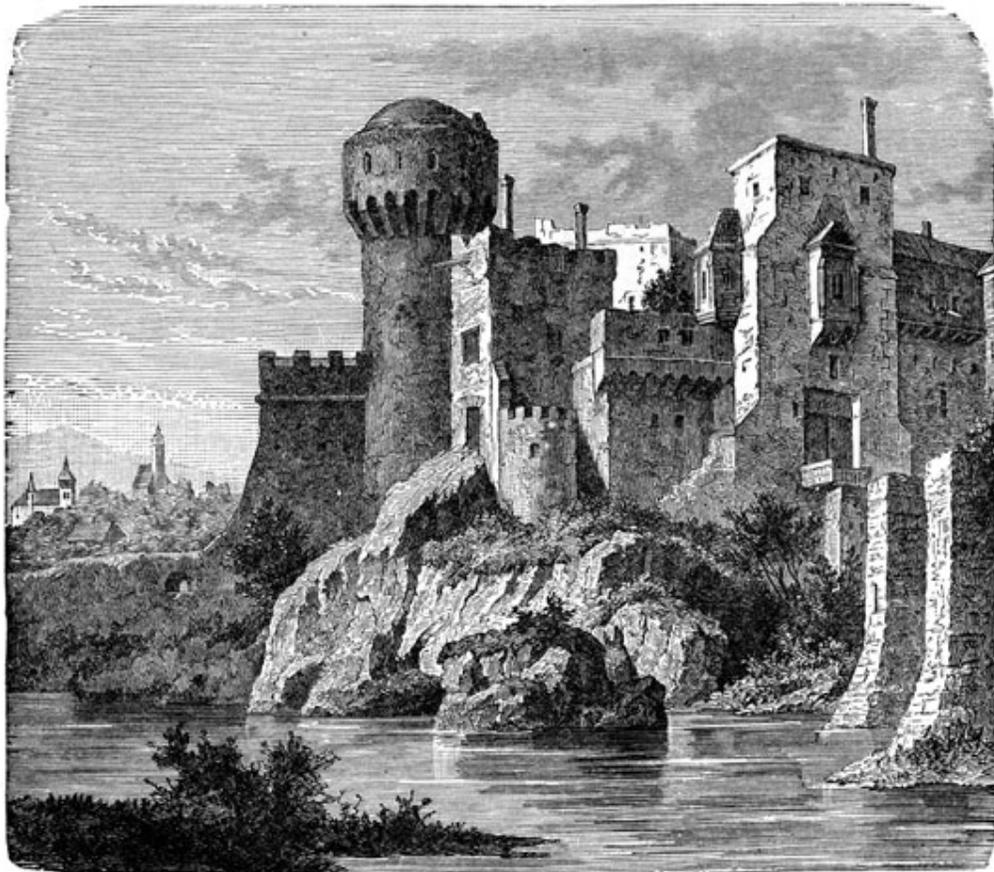


Microlite74

Standard Edition

Version 3.0 (Condensed Type Edition)

OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns with Old School (0e) Flare



Microlite74 Standard

Version 3.0 (October 1, 2011)

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*Microlite74 is dedicated to the memory of those who gave us the first roleplaying games and
campaigns:*

Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw

Microlite74 Standard, like its parent game, *Microlite20*, is 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 Standard* rules are based on three little booklets found in the boxed set of the 1974 0e edition, the four 0e supplements and material of the publisher's official magazine. 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 Standard* is the third edition of the original *Microlite74* rules and includes the material originally in *Supplement 2: Wary's Grimoire*.

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.

The Rules

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 can be any class (suggested maximum level 18-20).

Dwarves can be Fighters (max level 8) or Thieves (max level as humans, 18-20).

Special Abilities: +4 to magic saves; note slanting passages, traps, shifting walls and new construction in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Elves can be Bards, Fighters, Illusionists, Magic-Users (max level 10) or Thieves (max level as humans, 18-20).

Special Abilities: Can switch between classes between adventures and can use magic armor and magic weapons when acting as a Magic-User; +2 to hit and damage goblinoid monsters; note secret/hidden doors (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

Halflings can be Fighters (max level 8) or Thieves (max level as humans, 18-20).

Special Abilities: +4 to magic saves; +2 to hit and damage with slings and light bows; can blend in background (d20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do).

Half-Elves can be Bards, Fighters, Rangers, Illusionists, Magic-Users (max level 12) or Thieves (suggested max level as humans, 18-20).

Special Abilities: Can use elf-made magic armor and magic weapons even as a magic-user/illusionist; note secret/hidden doors (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

Classes

Classes are divided into three groups: Fighting Classes (those who have a lot of training in combat), Arcane Classes (those who focus most of their training in magic), and Specialist Classes (whose training is focused on things other than combat or magic). Characters normally begin at Level 1 (unless directed otherwise by the GM).

Standard Classes

The standard classes are Fighter, Ranger, Paladin, Magic-User, Illusionist, Cleric, Druid, and Thief. They are common to most campaigns and may be used unless your GM says otherwise.

Fighters (Fighting Class) 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. Class Saving Throw Bonus is +4. They add +2 to FORT saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. After a fighter kills an opponent in melee combat, he may immediately make another attack against any still-standing foe in range. The maximum number of attacks he can make in one round is equal to his level.

Rangers (Fighting Class) can wear light or medium armor, may use shields, and can use any weapon. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 25. They add +1 to FORT and REF saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. They are expert at wilderness tracking and survival and good at moving quietly and hiding in cover in the wilderness.

Paladins (Fighting Class) can wear any armor, may use shields, and can use any weapon. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 25. They add +1 to FORT and WIL saves. They add +1 to all attack, damage and saving rolls. This increases by +1 at 5th level and every five levels thereafter. Paladins are immune to disease, detect evil within 60 feet by concentrating, and heal 2 HP per level per day by laying on hands. Paladins must be true to the tenets of the religion or philosophy they follow to gain experience.

Magic-Users (Arcane Class) wear no 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. Class Saving Throw Bonus is +1. They add +2 to WIL saves. They cast arcane spells.

Illusionists (Arcane Class) wear no armor and can only use daggers, slings or staves as weapons. *Physical Combat Bonus* is level/4, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +1 to REF and WIL saves. They cast illusionist spells.

Clerics (Specialist Class) can 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 20. Class Saving Throw Bonus is +2. They add +1 to FORT and WIL saves. They cast divine spells. 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.

Druids (Specialist Class) can wear light or medium armor and use shield and can use any light weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 25. Class Saving Throw Bonus is +1. They add +1 to FORT and WIL saves. Druids can cast druid spells, have immunity to woodland fey, the ability to Pass Without Trace at 3rd Level, and can shapeshift to a small/medium animal up to 3 times per day at 7th Level. When shapeshifting back to their original form, the Druid can heal 2 HP per level of damage. They are good at wilderness survival.

Thieves (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/3, round up. Experience Base is 20. Class Saving Throw Bonus is +3. They add +2 to REF saves. They have the Sneak Attack special ability which adds the Thief's class level to the damage of his first attack, if he successfully sneaks up on a foe. They can use a spell from an arcane scroll successfully on a roll of 1d20 + MIND bonus + level/2 versus a DC of 10 + (2 x spell level). Spell

fades as if used on failure and backfires on a natural roll of the spell level or less. Thieves are experts at urban survival as well as picking pockets, hiding, sneaking, and other tasks associated with theft.

Optional Classes

The following classes are optional as they will not fit well in many campaigns. They may only be used with GM approval.

Assassins (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/4, rounded up. Experience Base is 20. Class Saving Throw Bonus is +2. They add +1 to FORT and REF saves. Assassins are experts at disguise, hiding, sneaking, and spying. Assassins automatically hit (and add their class level to the damage of that hit) with their first attack when attacking from a prearranged (and unsuspected) ambush.

Bards (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, rounded up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +1 to REF and WIL saves. A Bard's musical abilities allow him to play songs with the effect of Druid or Illusionist spells (starting at 6th level as if he were 5 levels lower in the chosen class -- which cannot be changed once chosen), can counter sound-based effects within a 30 foot radius, and Charm Person or Remove Fear once per day (plus one additional time per day at 5th level and every five levels thereafter).

Monks (Fighting Class, also known as **Martial Artists**) cannot wear armor or use shields. While they can use light weapons, they are most effective with their bare hands and feet. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 25. Class Saving Throw Bonus is +2. They add +2 to REF saves. They add +1 to all attack and damage rolls in unarmed combat. This increases by +1 at 4th level and every four levels thereafter. They cause 1d8 + STR bonus + class level/2 (round up) damage in unarmed combat. So long as they are able to move at all their armor class is 11 + class level/2 (round up) + one per point DEX is over 14. They are good at moving quietly and hiding in cover.

Skills

There are no skills in Microlite74. 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. If the GM decides a random success chance is truly needed he may resolve the situation with a roll of his choice or he may call for one of the following rolls:

- Primary Skill Roll:* 1d20 + Stat Bonus + Class Level if the character is attempting something directly related to their class.
- Secondary Skill Roll:* 1d20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class.
- Minor Skill Roll:* 1d20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class.

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

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes: Easy - 8, Normal - 12, Difficult - 16, Hard - 20, Very Hard - 24, Legendary - 28, Unbelievable - 32.

Certain classes (Thieves and Rangers, for example) have abilities that members of those classes are good at -- or even expert at. The GM must be sure to take such strong abilities into consideration when deciding success or failure of a related action. If a roll is made, a "good at" is worth +2 and an "expert at" is worth +4.

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.

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

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-Users can cast any arcane spell from the Microlite74 list, Clerics any divine spell from the Microlite74 list, Illusionists can cast any spell from the Illusionist spell list and Druids can cast any spell from the Druid spell list, as long as the spell level is equal or below 1/2 their class level, rounded up. A Magic-User starts with three first level arcane spells in his spell book and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Like a Magic-User, an Illusionist starts with three first level spells in his spell book. Clerics and Druids do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

Casting Cost: Direct 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	7	8	9
HP Cost	3	5	7	9	11	13	15	17	19

This loss **cannot** be healed magically 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.

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.

Hit Points and Healing

Hit Points (HP): Hit Points for Fighting Classes equal 8 + 1d8 per Level. Hit Points for other classes equal 6 + 1d6 per level. If HP reach 0, the character is unconscious and near death. Further damage directly reduces STR. If that reaches 0, the character is dead.

Healing: All characters recover hit points lost due to wounds and damage at a rate equal to one-half their level (round up) in

hit points per night of rest. (In addition, Magic-Users and Clerics recover all hit points lost due to spell casting with a night's rest.) If a character has lost strength due to wounds, no hit points are recovered, but the character regains lost strength at the rate equal to their STR Bonus (minimum of 1 point regained) per full day of rest.

Combat

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

Initiative: Roll d20 + DEX bonus 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.

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.

Fighting classes 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). Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

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.

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).

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. Rogues add their level in minutes to this time.

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.

The attack roll is made at -8 (-6 for fighting classes). If the roll is successful and the target is alive and aware of the attack, the target makes a defense roll (a normal attack roll) against a DC equal to the adjusted attack roll (with the to hit penalty). If the defense roll fails, the target suffers the exact effect described. If the defense roll succeeds, then the attack is treated as a normal attack against the target's AC (with the penalty), which may result in normal damage. **Option:** The defense roll is automatically failed if the target has a combat stance of Active Attack or Full Attack.

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.

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.

Monsters

See the Microlite74 Monster List or use the monster descriptions in any Oe game (substituting d8 for hit dice 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 MIND bonus (and any other appropriate modifiers) to the roll and consulting this table.

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

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

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.

Other Hazards

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

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

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

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

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).

Level Advancement

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

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

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns 1 XP for each 100gp 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 Fighting Classes) to Hit Points and the character's Physical and Magical Combat Bonuses are recalculated. (Note that the above are already included in the physical and magic attack and hit point formulas given in the rules.) Individual classes may also have abilities that change as a member of that class increases in level. When an arcane caster 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.

Equipment

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
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backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
10 oil flasks	10 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
water skin	water skin	water skin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

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

Monk: Vial of holy water, two light weapons and 10 gold pieces.

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

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

Thief: lock picking tools, light armor (AC +2), light weapon, and 5 gold pieces.

Bard: musical instrument, light armor (AC +2), light weapon, and 5 gold pieces.

Optional Rules

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

Background: Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds 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.

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 "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.

Demi-Human Restrictions: If you do not like the level and class restrictions, Demi-Humans can instead have a higher Experience Base than Humans. Halflings have a +3 to Experience Base, Dwarves have a +5 to Experience Base, and Elves (and Half-Elves) have a +7. Elves can no longer switch between Magic-User and Fighter classes, but retain the ability to use magic armor and all magic weapons no matter which class they select.

Encumbrance: Characters can 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.

Group Initiative: Each side rolls a d20 (reroll ties). High roll wins initiative. The combat order changes to the following: 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.

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.

Oe Conventions

Almost any material you come across for Oe or other early

editions of the world's most popular roleplaying game can be used in Microlite74 with little modification. However, there are some descriptive conventions that Oe used that may need explanation.

Time Conventions: Oe talks about time in terms of rounds (combat rounds) and turns. A round was 1 minute and a turn was 10 minutes.

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

Descending Armor Class: Oe and other pre SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Microlite74 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 Oe (or other edition where the unarmored AC is 9), subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Microlite74.

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

Dungeon Exploration Conventions

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

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

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

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

Rest: One Turn in six must be sent in rest or all characters

suffer a -1 to all d20 rolls per rest missed. Time spent searching is not time spent resting.

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

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

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

Secret Passages: Unless a character has racial abilities with secret passages, characters will detect secret doors/passages doors on a d20 + MIND bonus roll (normal DC 16). A 10 x 10 foot area may be searched in a turn by a single character.

Wilderness Exploration Conventions

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

Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made 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.

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

Terrain Chart

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

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 live in Texas and have no children. Donna (successful so far) cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the Retroroleplaying Cancer Fund (via PayPal) and help them pay their bills.

Can You Help Pay the Cancer 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.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

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!

Microlite74 Spell Lists

Arcane (Magic-User) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

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.

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

Light: object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/level.

Magic Missile: Creates magic arrow which hits its target for 1d6 damage. An additional 2 missiles are created every 5 levels (e.g. total 3 at level 5, total 5 at level 10). R: 150 feet. D: instant.

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. D: 1 or 2 readings.

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

Shield: Improves caster's armor class to 17 versus missile attack and to 15 versus melee attacks. R: caster. D: 20 minutes.

Sleep: Puts 4d6 HD of beings into magical slumber. Creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's discretion.

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.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until it attacks. R: 240 feet.

Knock: Unlocks/Unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.

Levitate: Caster floats up and down as he desires. Speed: 6 feet/minute. R: 20 feet up/down per level. D: 10 minute/level.

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

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.

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/level for items. Range: 120 feet.

Fire Ball: 1d6/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/level. (GM rolls secretly.)

Haste Spell: Subjects (up 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow) R: 240 feet. D: 30 minutes.

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

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

Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Lightning Bolt: 1d6/level electrical damage. 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 duration is up. 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, counter 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 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/level.

Slow Spell: Subjects (up 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 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.

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 duration is up. 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 another being. 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: 60 + 60/level minutes.

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

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

Wall of Ice: Creates wall of ice with 15 hp +1/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 per level over 8. 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 per level. Chance of correct answer 5% per 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/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 day), 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 duration is up. 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 per level. R: 120. feet D: 1 hour.

Teleport: Instantly transports subject up to 100 miles/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.

Monster Summoning IV: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1 gargoyles, 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.

7th Level

Cacodemon: Summons a demon or other fiend (such as a devil) from the lower planes of existence. The spell provides no protection against the summoned creature, so the magic user should use other spells or items of protection. As the summoned creature is not forced to aid or obey the caster, that is a matter of negotiations and threats between the caster and the fiend. This spell may only be cast as a ritual. R: 10 feet. D: variable.

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.

Delayed Blast Fireball: 1d6/caster level fire damage, 20 foot burst. The actual blast can be delayed for up to 10 minutes as set by the caster. R: 240 feet. D: instant.

Limited Wish: An extremely weak version of the "wish" spell. It is not even powerful enough to create or bring treasure to the caster, and under some circumstances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited period of time into the past or future as well as the present. R: variable. D: variable.

Mass Invisibility: Up to 6 dragon-sized objects or 300 men and horses are invisible until spell broken by caster, some outside force, or until one attacks. R: 240 feet

Monster Summoning V: 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 Cockatrice, 2: 1 Manticore, 3: 1 Minotaur, 4: 1 Ogre Mage, 5: 1 Salamander, 6: 1 Troll. D: 6 minutes.

Phase Door: Creates an invisible door that can only be opened by the caster. Similar to a Passwall but invisible and only the caster can open the door. R: 10 feet. D: 7 uses

Power Word Stun: A single powerful word that stuns those hearing it for 2d6 10-minute turns if the creature has up to 35 hit points or for 1d6 10-minute turns if the creature has between 36 and 70 hit points. The word has no effect on creatures who are currently over 70 hit points. R: 120 feet.

Reverse Gravity: Within a 30 foot cube gravity reverses itself. Those within the area fall upwards with the force of a normal fall, and then fall again when the spell expires. R: 90 feet. D: 1 minute.

Simulacrum: Creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (Animate Dead will work). A Limited Wish (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and knowledge of the person being simulated. The simulacrum gains 1d4+2 times 10% of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. A simulacrum is not a perfect copy of the original. Side by side, the differences are obvious, and the simulacrum is detectable with a Detect Magic spell. If the original of the simulacrum dies, the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

8th Level

Clone: This spell allows a piece of flesh, taken from a living person, to grow into an exact duplicate of the person at the time the flesh was removed. If a clone is created while its parent-creature still lives, the clone will seek to kill its original. If it fails to achieve this goal, both the clone and the original will become insane. A full Wish will prevent this for 1 year.

Mass Charm: A Charm Person/Monster which affects up to 30 levels, i.e. 30 level 1 creatures, 15 level 2 creatures, 10 level 3 creatures, etc. in any combination. Saving throws are made -2. R: 120 feet. D: until dispelled.

Mind Blank: Makes the target immune to any form of detection by magic or psionics including ESP, Clairvoyance, Clairaudience, Crystal Ball gazing or any other form of scrying), Wishing, Commune, Contact Higher Plane, etc. R: 10 feet. D: 1 day.

Monster Summoning VI: 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 Black Dragon, 2: 1 Chimera, 3: 1 Efreet, 4: 1 Flesh Golem, 5: 1 Frost Giant, 6: 1 Mummy. D: 6 minutes.

Permanency: This spell makes the effect of another spell permanent -- unless a Magic-user of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. GM discretion required: many spells should not be subject to being made permanent. R: 10 feet.

Polymorph Object: Spell allows any object to be turned into another object, animal, vegetable, or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to-mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into an orc, or turning a wall into a pile of sand, would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. R: 240 feet. D: GM decides.

Power Word Blind: A single powerful word that blinds those hearing it for 2d4 days if the creature has up to 40 hit points or for 1d4 days if the creature has between 41 and 80 hit points. The word has no effect on creatures who are currently over 80 hit points. R: 120 feet.

Symbol: Creates a magical trap in the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

- Symbol of Death: Deals 80 hit points of damage
- Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.
- Symbol of Fear: Casts a Fear spell.
- Symbol of Insanity: Up to 100 HD of creatures are driven insane by a curse.
- Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.
- Symbol of Stunning: 150 hit dice (HD) of creatures are affected as by a Power Word, Stun.

9th Level

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet/10-minute turn. With special study, this spell can also be used to travel to other planes.

Gate: Creates an opening to another plane of existence that can either be used to travel through or can be used to summon a specified, tremendously powerful being from the other plane, including gods and demi-gods. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may be extremely

annoyed. R: 20 feet. D: 10 minutes.

Maze: This spell puts its victim in an extra-dimensional maze. After the determined time has elapsed the creature will reappear at the spot where it disappeared. Creatures with Mind of 12 or better will require 1d4 10 minute turns to escape, those with Mind under 6 will require from 1d4+8 10 minute turns to escape, others require 1d4+4 10 minute turns to escape. R: 60 feet.

Meteor Swarm: Either a group of four Fire Balls each doing 6D10 points of damage or a group of eight Fire Balls of one-half normal diameter and 5d6 points damage may be thrown. They may be thrown in whatever pattern the caster desires. R: 240 feet.

Monster Summoning VII: 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 Hydra (9 heads), 2: 1 Iron Golem, 3: 1 Lich, 4: 1 Purple Worm, 5: 1 Red Dragon, 6: 1 Storm Giant. D: 6 minutes.

Power Word Kill: A single powerful word that kills those creatures hearing it. The word has no effect on creatures who are currently over 50 hit points. R: 120 feet.

Prismatic Sphere: A sphere of seven colors whirls about the caster with a radius of ten feet. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns. Anything attempting to cross into the sphere suffers the effects of each color that has not been negated.

Red: Causes 12 points of damage to the touch. Stops any magic arrows or missiles (including the spell Magic Missile).

Negated by Ice Storm or other cold-based attack.

Orange: Causes 24 points of damage to the touch. Stops arrows and any other non-magical missile. Negated by Lightning Bolt or other electrical attack.

Yellow: Causes 48 points of damage to the touch. Blocks all breath weapons. Negated by Magic Missile spell or a magical arrow.

Green: Causes death (saving throw allowed) to the touch.

Blocks any scrying and detection-type spells from seeing within. Negated by Passwall spell or other earth-moving magic.

Blue: Turns flesh to stone when touched (saving throw allowed). Blocks all divine (Clerical/Druid) magic from passing through. Negated by Disintegrate spell/effect.

Indigo: Causes death and destroys the soul utterly when touched (saving throw allowed). Negated by Dispel Magic.

Violet: Causes permanent insanity when touched. Blocks all arcane (Magic-user) spells. Negated by Continual Light.

R: caster D: 1 hour.

Shape Change: Change self into the form of another being. Change is complete and includes gaining special abilities of the creature, but the caster retains his own intelligence and ability to cast magic. The caster may change form at will while the spell lasts. R: caster. D: (1d6 + 10 + caster's level) 10 minute turns

Time Stop: This spell freezes time in a 30 feet cubic area surrounding the caster. The user may move freely, but any other creatures within the area, or which subsequently enter it, will be stopped in time with respect to the caster. D: 1d4+1 minutes (GM rolls)

Wish: This spell grants a wish of limited scope (although much more powerful than a Limited Wish). The Referee's discretion will rule what sort of wishes are within the spell's power. After casting a wish spell, the Magic-user is too mentally drained to cast spells for a period of 1d4 days.

Arcane (Illusionist) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. 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.

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. R: 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.

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

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.

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).

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.

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).

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.

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 class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. R: touch. D: (level - 10) + 1d6 10 minute turns.

7th Level

Alter Reality: Works like the Magic-User spell Limited Wish, but the caster must first cast an illusion of what is being wished for, then cast the Alter Reality spell on the illusion to turn it into reality. R: variable. D: variable.

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

Maze: This spell puts its victim in an extra-dimensional maze. After the determined time has elapsed the creature will reappear at the spot where it disappeared. Creatures with intelligence of 12 or better will require 1d4 10 minute turns to escape, those with intelligence under 6 will require from 1d4+8 10 minute turns to escape, others require 1d4+4 10 minute turns to escape. R: 60 feet.

Prismatic Spray: Creates a stream of rainbow colored energy, 90 feet long, 10 feet wide. Roll 1d8 for each being/object hit by it. On a roll of 1 to 7, the effects are as if the being/object passed through the corresponding layer in a prismatic wall. A roll of 8 means the being/object has been hit by two colors, roll again twice, ignoring 8s. R: 90 feet. D: instant but effects permanent.

Prismatic Wall: As the Magic-User spell Prismatic Sphere, but in the form of a wall. R: 60 feet. D: 1 hour.

Vision: If an Illusionist wishes guidance from those above, he formulates his question, then casts this spell. Random reaction dice are rolled, and +2 are added to the result. On a negative reaction, the Illusionist is quested to do some task; on a neutral reaction, the caster gets useful information, but not what he asked for; on a positive reaction, the caster's question is answered in great detail. R: caster. D: 1 question.

Divine (Cleric) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Cure Light Wounds (Reversible): Cure 1d6+1 hit points of wounds. 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.

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.

2nd Level

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

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

minutes.

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

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

3rd Level

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

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

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

Prayer: Gives saving throw penalty of 1 per ten levels of caster 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. Age of corpse affected: Cleric under level 8: 1d4 days, level 9-14: 1d4 months, level 15+: any age. R: 10 feet. D: 3 questions.

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 3d6+3 hit points of wounds. 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 creatures. Creatures under 2 HD flee in terror. 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.

6th Level

Animate Object: "Brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the caster's commands, attacking his foes or performing other actions on his behalf. GM determines the combat attributes of the objects, such as armor class, speed, hit dice, and hit bonuses as needed as no the object animated. A stone statue would be considerably more sturdy and dangerous than wooden furniture, for example. R: 60 feet. D: 1 hour.

Blade Barrier: Creates a barrier of whirling blades up to 30 feet in diameter which do from 7d10 points of damage upon anyone or anything which attempts to pass through it. R: 60 feet. D: 120 minutes.

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 Cleric.

R: 30 feet. D: 100 minutes.

Find the Path: This spell shows the caster the fastest and safest way out of a trap maze, wilderness, underworld, etc. It will, for example, allow the caster to free himself from a Maze spell in a single turn after casting the spell. D: Indoors: 1 hour + 10 minutes/caster level; Outdoors: 1 day.

Speak with Monsters: Allows the target to speak with and understand any monster. R: 10 feet. D: 3d4 questions.

Word of Recall: The cleric teleports without error back to his previous prepared sanctuary. R: infinite. D: instant.

7th Level

Aerial Servant: Summons a servant from the elemental plane of air to fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 3 [16], Atk Bonus +17, Atk 1 (4d4), Move 240 ft. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him. D: until task completed or insanity.

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 2% chance per spell level that the spell will fail. Additionally, there is a 1% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

Control Weather: Caster can adjust weather. D: GM decision.

Earthquake: Causes a powerful earthquake in an area 60 feet x 60 feet plus an additional 10 feet (in both length and width) per three levels above 17th. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and being killed. No effect beyond the spell's area of effect. R: GM discretion. D: instant but effects permanent.

Holy Word: Speaking of a holy word affects all those within the range as follows: creatures of less than 5 hit dice are slain, creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9-12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected. R: 40 feet.

Part Water: Creates a gap through water, to a depth of 20 feet lasting for 2 hours. At 18th and every level thereafter, the cleric adds 10 feet to the depth of water parted, and 1 additional hour to the spell's duration. R: 240 feet. D: see above.

Restoration (Reversible): Restores one level lost to an energy drain attack or restores one limb destroyed or maimed. The reverse drains one energy level. R: touch. D: instant but effects permanent.

Resurrection (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. The subject is fully healed and restored with no side-effects, no rest required. The reverse causes death, no saving throw allowed. R: touch. D: instant but effects permanent.

Symbol: Creates a magical trap in the shape of a holy rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible but none may cause permanent harm to the target.

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are

affected as by a Power Word, Stun.
Wind Walk: Allows the caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles, traveling at 48 ft. per minute indoors (or in subterranean settings) and much faster outdoors. R: touch. D: 1 day or until dispelled.

Divine (Druid) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

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

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 1d6+1 hit points of wounds. 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.

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.
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 3d6+3 hit points of wounds. 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 trunk 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.
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.

6th Level

Animal Summoning III: Conjures 4 large animal (elephant, hippo, rhino, etc.), 12 medium sized animals (lions, tigers, bears, etc.) or 24 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 60 minutes.

Anti-Animal Shell: Same as the Anti-Plant Shell spell, but focuses on natural or giant animals. While affected by this spell, those inside the shell are protected from all animal attacks (excluding fantastic or magical creatures), but are unable to attack, be it by normal or magical means. R: 20 foot hemisphere. D: 30 + 10/caster level minutes.

Conjure Fire Elemental: Similar to the magic-user's Conjure Elemental spell but is limited to summoning a 16 HD fire elemental. On a roll of 1-2 on d20 the caster may choose to summon 1d3 salamanders instead, and on a roll of 1 on d20, the druid may choose to summon a 20 HD fire elemental. The elemental will not turn upon the druid but will regard him as a friend of sorts. R: 30 feet. D: 1 hour.

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

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.

Transport via Plant: Allows the druid to pass from one plant to any other plant of similar species anywhere, as long as the druid has seen the plant at one time. Should the emergence fail, the druid will instead emerge from another plant which may be miles away. A druid may choose to remain inside a plant instead of transporting from it, and may remain so for up to 24 hours. While within a plant in this manner, the druid is completely aware of his surroundings. D: instant or up to 24 hours.

Turn Wood: Creates a wall of force which moves away from the druid. Any wooden objects in the wall's path (weapon hafts, spear shafts, arrows, etc.) are pushed back, dragging back any creature holding such items. The length of the wall runs 60' to either side of the druid, and moves at a rate of 40' per turn. R: 20 x level feet. D: 10 + 10/caster level minutes.

7th Level

Animate Rock: Similar to a cleric's Animate Object spell, but only affects stone. Up to approximately 2 x level cubic feet of stone can be animated. The rock will move at 2-4" per turn, the faster speeds for rock-masses which are basically of an ambulatory shape such as statues. R: 60 feet. D: 1 hour.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Conjure Earth Elemental: Similar to the magic-user's Conjure Elemental spell but is limited to summoning a 16 HD earth elemental. The elemental will not turn upon the druid but will regard him as a friend of sorts. R: 30 feet. D: 1 hour.

Control Weather: Caster can adjust weather. D: GM decision.

Creeping Doom: Summons a horde of 1D10 times 1000 small and deadly insects and arachnids. They appear within 1 to 3 minutes. They then move forward to attack whatever they are commanded to, provided it is within 60 feet at the time of the command. They will pursue until the prey is beyond a 240 foot range (or until it or they are otherwise destroyed). Can be used indoors or outdoors. R: 60 feet. D: see above.

Fire Storm: Creates a fire of intensity equal to a "wall of fire" in a large area. This magical conflagration lasts only 10 minutes, but all combustible material within the area affected will continue to burn thereafter. The spell can be reversed to extinguish normal fires in an area twice that of the maximum possible area of the druid's fire storm. There is a 5% chance per caster level of the reversed version extinguishing magical fires of up to the normal area. Area: 30 x 30 foot square area per caster level (must be contiguous). R: 60 feet.

Metal-Wood: Cast upon any metal (up to 5 pounds per level of

the caster) it will permanently change it into some type of wood (caster's choice). R: 60 feet. D: instant but effects permanent.

Reincarnate: Restores dead person to life in a random (usually animal or nature-oriented humanoid) form. R: touch. D: instant.

Monsters

AC=Armor; HD=Hit Dice; AT=Attacks; MR=Morale Rating;

S=Special Abilities

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

ANT, GIANT: AC: 16 HD: 3d8 AT: bite +3 (1d6) MR: 12 S: acid (2d6).

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

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

BANSHEE: AC: 20 HD: 7d8 AT: claw +7 (1d8) 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) MR: 9 S: petrifies onlookers.

BAT, GREATER: AC: 12 HD: 4d8 AT: bite +4 (1d10) MR: 8 S: Human-sized.

BAT, MONSTER: AC: 13 HD: 8d8 AT: bite +8 (2d8), claws +8 (1d6) MR: 8 S: Twice the size of a human.

BEETLE, GIANT FIRE: AC: 15 HD: 1d8 AT: bite +1 (2d6) MR: 7 S: Light glands glow for 1d6 days after death.

BLACK PUDDING: AC: 13 HD: 10d8 AT: slam +10 (3d8) MR: 12 S: immune to everything but fire, divides when hit, corrodes metal.

BLINK DOG: AC: 15 HD: 4d8 AT: bite +6 (1d6) MR: 6 S: teleports, hate coeurls.

BOAR,WILD: AC: 12 HD: 3d8 AT: gore +3 (3d4) MR: 9 S: attacks for 2 rounds after death.

BRAIN EATER: AC: 14 HD: 8d8 AT: mouth tentacles +8 (1d6, special) or weapon +8 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) MR: 9 S: burrows through rock, eyes cause confusion.

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

CATOBLEPAS: AC: 12 HD: 6d8 AT: tail +6 (1d3 + stun) MR: 8 S: gaze (save vs. death).

CARCASS CREEPER: AC: 16 HD: 3d8 AT: 8 tentacles +3 (paralysis) MR: 8 S: walk on walls and ceilings.

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

CENTIPEDE, GIANT: AC: 14 HD: 4d8 AT: bite +4 (1d6) MR: 7 S: poison (1d6 DEX).

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

COCKATRICE: AC: 13 HD: 5d8 AT: bite +5 (1d3) MR: 7 S: petrifying bite.

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

DEMON, BAAL-ROG: AC: 17 HD: 9d8 AT: sword or flaming whip+9 (2d6) MR: 9 S: flies, flaming (3d8 damage to all in contact), darkness, 10 ft. r., 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, sleep), gate demons 70%.

DEMON, LEMURE: AC: 17 HD: 3d8 AT: claws (1d6) MR: 7 S: regenerate 1 HP/minute.

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

DJINN: AC: 15 HD: 7d8 AT: fist or weapon +7 MR: 12 S: flies, whirlwind, creation of things, create illusions, invisibility,

immune to mundane weapons.

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

DRAGON, BLACK: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (3d6) MR: 9 S: flies, breathes line of acid (7d8).

DRAGON, BLUE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) MR: 9 S: flies, breathes line of lightning (9d8).

DRAGON, BRASS: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (4d4) 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) MR: 9 S: flies, breathes lightning (9d8) or repulsion.

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

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

DRAGON, GOLD: AC: 19 HD: 11d8 AT: 2 claws +11 (1d6), bite +11 (3d12) 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, RED: AC: 17 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) MR: 9 S: flies, breathes cone of fire (10d8), uses magic as MU of level 1 to 6 (by age -2).

DRAGON, SILVER: AC: 18 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) 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, WHITE: AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (2d8) MR: 9 S: flies, breathes cone of cold (6d8).

DRAGON TURTLE: AC: 21 HD: 20d8 AT: 2 claws +15 (1d8), bite +15 (10d6) MR: 10 S: swims well, slow on land, breathes steam cloud (20d8) only when in water.

DRYAD: AC: 14 HD: 2d8 AT: weapon +2 MR: 6 S: charm.

DWARF: AC: 15 HD: 1d6+1 AT: warhammer +1 (1d8) MR: 10 S: standard dwarf abilities.

EFREET: AC: 16 HD: 10d8 AT: slam +10 (2d8) MR: 12 S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons.

ELEMENTAL, AIR: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 S: whirlwind, extra damage against foes in the air.

ELEMENTAL, EARTH: AC: 19 HD: 12d8 AT: slam +12 (4d8) MR: 10 S: tear down stone, extra damage against foes standing on the ground (1d8).

ELEMENTAL, FIRE: AC: 19 HD: 12d8 AT: slam +12 (3d8) MR: 10 S: ignite materials.

ELEMENTAL, WATER: AC: 19 HD: 12d8 AT: slam +12 (3d10) MR: 10 S: overturn boats, extra damage against swimming foes (1d6).

ELEPHANT: AC: 14 HD: 9d8 AT: 2 Tusks +9 (2d4) or Trample +9 (4d8) MR: 8 S: can make charge attack

ELF: AC: 14 HD: 1d8 AT: sword or longbow (1d6) 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 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.

GARGOYLE: AC: 14 HD: 4d8 AT: 2 claws +4 (1d3) or bite +4 (1d6), horns +4 (1d4) MR: 11 S: fly.

GELATINOUS CUBE: AC: 11 HD: 4d8 AT: slam +4 (2d4) MR: 12 S: touch paralyzes, 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) MR: 9 S: undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours. Regenerate 1 HP/minute until slain.

GHOUL: AC: 13 HD: 2d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) MR: 9 S: undead immunities touch paralyzes, 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) MR: 10 S: only surprised on a 1.

GIANT, FIRE: AC: 16 HD: 12d8 AT: weapon +12 (5d6) or hurl rocks +12 (3d6) MR: 9 S: immune to fire.

GIANT, FROST: AC: 15 HD: 11d8 AT: weapon +11 (4d6) or hurl rocks/ice +11 (3d6) MR: 9 S: immune to cold.

GIANT, HILL: AC: 15 HD: 8d8 AT: weapon +8 (2d6) or hurl rocks +8 (3d6) MR: 8

GIANT, STONE: AC: 20 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) MR: 9

GIANT, STORM: AC: 18 HD: 16d8 AT: weapon +16 (8d6) or hurl rocks +16 (3d6) MR: 10 S: control weather.

GNOLL: AC: 14 HD: 2d8 AT: weapon +2 MR: 8

GNOME: AC: 14 HD: 1d8 AT: weapon +1 MR: 8

GOBLIN: AC: 12 HD: 1d6-1 AT: weapon +1 MR: 7 S: -1 to hit in sunlight.

GOLEM, FLESH: AC: 10 HD: 12d8 AT: 2 fists +12 (2d8) MR: 11 S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.

GOLEM, IRON: AC: 16 HD: 13d8 AT: fists or weapon +13 (4d10) MR: 11 S: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

GOLEM, STONE: AC: 14 HD: 16d8 AT: fist +15 (4d8) MR: 11 S: Unaffected by +2 or lesser weapons, slowed by fire, healed/damages by rock to mud, immune to most magic.

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

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

GREMLIN: AC: 12 HD: 1d8 AT: weapon +1 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) 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) MR: 8 S: flies.

HALFLING: AC: 12 HD: 1d6 AT: weapon+1 (1d6) MR: 8 S: nearly invisible in outdoor cover.

HARPY: AC: 12 HD: 3d8 AT: 2 talons +3 (1d4) or weapon +3 MR: 7 S: flies, siren-song (Charm person).

HELL HOUND: AC: 15 HD: 5d8 AT: bite +5 (1d6) MR: 9 S: breathe fire (10 HP damage)

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

HOBGOBLIN: AC: 14 HD: 1d8+1 AT: weapon +1 MR: 8

HORSE, RIDING: AC: 12 HD: 2d8 AT: bite +2 or kick +2 (1d4) MR: 7

HORSE, WAR: AC: 12 HD: 3d8 AT: bite +3 (1d6) or kick +3 (2d6) MR: 9

HUMAN, BANDIT/SOLDIER: AC: 12 HD: 1d8 AT: weapon +1 MR: 8

HUMAN, BERSERKER: AC: 12 HD: 1d6+2 AT: weapon +1 MR: 12 S: Berserking (+2 to hit)

HUMAN, COMMON MAN: AC: 10 HD: 1d8-2 AT: weapon +0 MR: 6

HUMAN, SERGEANT-AT-ARMS: AC: 14 HD: 3d8 AT: weapon +3 MR: 8

HYDRA: AC: 14 HD: 5-12d6 AT: 5-12 bites +HD (1d6) MR: 11 S: 1 HP per head, 20% chance fire-breathing or regenerating.

INVISIBLE STALKER: AC: 16 HD: 8d8 AT: 1 bash +8 (4d4) MR: 12 S: flies, invisible.

KOBOLD: AC: 13 HD: 1d4 AT: weapon +0 (1d6) MR: 9

LEPRECHAUN: AC: 11 HD: 1d4 AT: theft, magic 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 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.

LIZARDMAN: AC: 14 HD: 2d8 AT: claws +2 (1d6) or weapon +2 MR: 11 S: breathe underwater.

LURKER RAY: AC: 13 HD: 10d8 AT: wing smother +10 (1d8) MR: 9 S: those hit take 1d8 damage/turn and smother in 1d6 turns.

LYCANTHROPE, WERE BEAR: AC: 17 HD: 7d8 AT: 2 claws +7 (2d4), bite +7 (1d8) MR: 10 S: lycanthropy, extra 2d6 damage if both claws hit.

LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d8 AT: tusks +6 (2d6) MR: 9 S: lycanthropy, attack +6 instead of +4 because of rage.

LYCANTHROPE, WERERAT: AC: 13 HD: 3d8 AT: bite (1d4) or weapon +3 MR: 8 S: lycanthropy, surprise foes on a 1-4.

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

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d8 AT: 2 claws +4 (1d4) bite +4 (2d4) MR: 8 S: lycanthropy.

MANTICORE: AC: 15 HD: 6d8 AT: claws +6 (1d4) or bite +6 (2d4) MR: 9 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.

MEDUSA: AC: 14 HD: 6d8 AT: weapon +6 MR: 8 S: onlookers turn to stone, 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 MR: 8 S: breathe water, swim.

MINOTAUR: AC: 13 HD: 6d8 AT: weapon +6 or bite +6 (1d6) or Head gore +6 (1d6) MR: 12 S: never lost in mazes.

MULE: AC: 12 HD: 2d8 AT: Kick +2 (1d4) MR: 8

MUMMY: AC: 16 HD: 6d8 AT: touch +6 (2d6) 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) MR: 9 S: spells as 6th level Cleric.

NAGA, SPIRIT: AC: 14 HD: 10d8 AT: bite +10 (1d4 + poison) 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) MR: 7 S: spells as 5th level Magic-User (no fire or lightning).

NIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d6) MR: 6 S: swims, charm.

OCHRE JELLY: AC: 11 HD: 6d8 AT: acid strike +6 (2d6) 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) MR: 10

OGRE MAGE: AC: 15 HD: 5d8 AT: weapon +5 (2d6) 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 MR: 8

OWLBEAR: AC: 14 HD: 5d8 AT: 2 claws or bite +5 (1d8) MR: 9 S: hug for additional 2d6 if both claws hit.

PEGASUS: AC: 13 HD: 4d8 AT: 2 hooves +4 (1d6) MR: 8 S: flies.

PHOENIX: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (2d6) MR: 10 S: +3 or better weapon to hit, immune to charm/hold/fire attacks, 3d6 fire damage to all within 10 feet.

PIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d4) MR: 7 S: flies, charm, naturally invisible.

PURPLE WORM: AC: 13 HD: 15d8 AT: bite +15 (2d8) or sting +15 (1d8) 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.

RAT, GIANT: AC: 12 HD: 1d8 AT: bite +1 (1d3) MR: 8 S: 1 in 20 chance of disease from bite.

RAT, MONSTROUS: AC: 13 HD: 3d8 AT: bite or claws +3 (1d6) MR: 7 S: 1 in 20 chance of disease from bite.

ROC: AC: 15 HD: 12d8 AT: 2 claws +12 (1d8) or bite +12 (2d10) MR: 9 S: flies

RAKSHASA: AC: 23 HD: 7d8 AT: claws, bite +7 (1d8) or weapon +7 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.

RUST MONSTER: AC: 17 HD: 5d8 AT: touch +5 (special) MR: 7 S: touch of (or touching) the rust monster causes metal items to turn to rust.

SALAMANDER: AC: 15 HD: 7d8 AT: bite +8 (1d6) or constrict +8 (1d8) S: heat does 1d8 to nearby creatures, immune to fire.

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

SCORPIONMAN: AC: 17 HD: 8d8 AT: weapon +8 (1d10), sting +4 (1d4, poison) MR: 9 S: poison causes paralysis and loss of 1d4 hp per minute.

SEA SERPENT: AC: 17 HD: 30d6 AT: bite +15 (4d6) MR: 9 S: swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.

SHADOW: AC: 12 HD: 3d8 AT: touch +3 (1d4, special) 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.

SHARK: AC: 15 HD: 4d8 AT: bite +4 (2d6) MR: 7

SHARK, GIANT: AC: 16 HD: 10d8 AT: bite +10 (3d10) MR: 7

SHRIEKER: AC: 11 HD: 3d8 AT: none MR: 12 S: large toadstool, if disturbed (light 60 feet/movement 30 feet) emits loud shriek for 1d3 minutes which stuns small (tat-sized) creatures.

SKELETON: AC: 12 HD: 1d8 AT: weapon +1 MR: 12 S: undead immunities.

SLUG, GIANT: AC: 11 HD: 12d8 AT: bite +12 (2d6) MR: 10 S: spits acid (2d6).

SNAKE, CONSTRICTOR: AC: 14 HD: 2d6, AT: constriction (1d3) MR: 7 S: On successful attack, automatic 1d3 damage thereafter until dead.

SNAKE, GIANT CONSTRICTOR: AC: 14 HD: 6 AT: constriction +4 (1d6) M&: 7 S: On successful attack, automatic 1d6 damage thereafter until dead.

SNAKE, GIANT VIPER: AC: 14 HD: 4d8 AT: bite +4 (1d3 + poison) MR: 7 S: Poison bite does 2d4 hp per minute.

SNAKE, VIPER: AC: 14 HD: 1d8 AT: bite +1 (1hp + poison) MR: 7 S: Poison bite does 1d4 hp per minute.

SPECTRE: AC: 17 HD: 7d8 AT: touch +7 (1d6) 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) MR: 10 S: Males are level 12 magic-users. Females are level 12 clerics. Roar (2/day) save or flee in terror

SPIDER, GIANT: AC: 13 HD: 2d6+2 AT: bite +2 (1d6) MR: 8 S: bite causes paralysis via poison, surprise on 1-5.

SPRITE: AC: 14 HD: 1d4 AT: none MR: 7 S: can curse (effects funny rather than dangerous, wears off after 1d20 hours)

STIRGE: AC: 12 HD: 1d8 AT: sting +1 (1d4) MR: 9 S: attaches on a hit and will deal 1d4 automatically damage every round.

TREANT: AC: 17 HD: 10d8 AT: branches +10 (3d6) MR: 9 S: Control trees and can make them move and attack.

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

TITAN: AC: 22 HD: 16d8 AT: weapon+15 (5d6) S: Spells.

TOAD, GIANT: AC: 12 HD: 2d8 AT: bite +2 (1d6) 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.

TROLL: AC 15 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (1d10) 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) 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 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.
 WAR DOG: AC: 12 HD: 2d8 AT: bite +2 (1d6) MR: 9
 WIGHT: AC: 14 HD: 3d8 AT: claw +3 (1d6) 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) MR: 10 S: flies.
 WOLF: AC: 12 HD: 2d8 AT: bite +2 (1d6) MR: 8

WORG: AC: 13 HD: 4d8 AT: bite +4 (2d6) MR: 8
 WRAITH: AC: 16 HD: 4d8 AT: touch +4 (1d6) 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) MR: 9 S: poison sting (1d6 STR), flies.
 YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched MR: n/a S: if struck, 50% releases spore cloud (choke to dead in 6 rounds unless cure disease), destroyed by fire.
 ZOMBIE: AC: 11 HD: 2d8 AT: weapon +2 or claws +2 (1d8) MR: 12 S: undead immunities always lose initiative.

Microlite74 Treasure

Here is a list of sample treasure items appropriate to a Microlite74 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 games.

Money: 1 gold piece (gp) = 10 silver pieces (sp); 1 silver piece = 5 copper pieces (cp).

Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp.

Magic Weapons: Most range from +1 to +3, some +1 weapons have a greater plus versus specific types of monsters. Magic Swords sometimes have a special spell-like power or two. A few swords are intelligent and have a number of spell-like powers (some even talk). A few weapons are cursed and reduce one's chance to hit.

Magic Armor: Most are plus +1, with a few +2 or +3. Magic shields exist with similar pluses.

Scrolls: Most hold one to six spells (all arcane or all divine). Some are protection against good/evil/one of the elements. A few place curses on the reader.

Potions: Common examples: Growth, Diminution, Giant Strength, Invisibility, Gas Form, Polymorph Drinker, Speed, Fly, Levitate, ESP, Healing, Clairvoyance, Clairaudience, Control (Animal, Demon, Dragon, Giant, Human, Plant, Undead, etc.), Invulnerability, Heroism, Resistance (Fire, Cold, Acid, etc.), Treasure Finding, Water Breathing, etc. Some potions are poison, cause disease, cause delusions, etc.

Rings: Common examples: Spell Storing, Spell Turning, X-Ray Vision, Telekinesis, Protection, Protection 5 foot radius, Invisibility, Control (Human, Mammal, Zombie, etc.), Resistance (Fire, Cold, Acid, etc.). Uncommon examples: Three Wishes, Regeneration, Djinn Summoning. Some rings are cursed with negative effects.

Wands and Staves: Common examples: Detection (Enemy, Metal, Secret Doors, Traps, Magic, etc.), Illusion, Fire Balls, Lightning Bolts, Cold, Polymorph, Healing, Commanding, Striking, etc. Uncommon examples might have several of the above powers. Wands operate as level 6 casters with 1d100 charges. Staves operate as level 8 casters with 1d200 charges.

Unusual Magic Items: Here are some ideas: Boots (Speed, Levitation, Travelling, Leaping, Elven), Cloak (Displacing, Elven, Flying, Protection), Crystal Ball, Flying Broom, Flying Carpet, Amulets (Protection, versus ESP, versus Charm, etc.), Helms (Read Magic, Read Languages, Telepathy, Teleportation, Good, Evil, etc.), Horn (Blasting, Summoning, etc.), Belts of Giant Strength, Efrete Bottle, Djinn Lamp, Mirror of Life Trapping, etc. Cursed items are possible as well.

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 generally 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 treasure 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 made 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

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 Microlite75 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 there 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 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.

Old School Games and Retro-Clones

Microlite74 is designed to be an introduction to "old school" gaming for players more familiar with the 3.x version of the world's most popular fantasy roleplaying game. While I've tried to design Microlite74 for long running campaigns, if you find the "old school" style of play espoused by Microlite74 fun you may want to move to one of the original games or one of their retro-

clones.

What is a retro-clone? The OGL has allowed fans to recreate the rules of older, out of print editions of the world's most popular fantasy roleplaying game. These are usually called "retro-clones" because they are "clones" of the rules to older ("retro") editions of the world's most popular fantasy roleplaying game. Most retro-clones have free PDF versions and most have nicely bound printed copies available for a very reasonable price. Retro-clones allow play of an older, out-of-print game system without the trouble and expense of tracking down a copy of an out-of-print game. While no retro-clone is an exact copy of an earlier game, they generally are close to identical in play.

Oe and Retro-Clones

Oe: The Original Game

<http://www.retroroleplaying.com/book/original-dd>

The original Oe booklets and supplements can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games, but they are generally very expensive collectibles. Some excellent third party Oe adventures (and an excellent campaign setting) from the late 1970s are also available in PDF format. These adventures could easily be used with Microlite74 or a Oe retro-clone – and converted for use with any other early edition/retro-clone with only a little effort.

Original Edition Characters (for Labyrinth Lord)

<http://www.goblinoidgames.com/labyrinthlord.html>

Original Edition Characters is a supplement for *Labyrinth Lord* (see the B/X and Retro-clones section below). It modifies the *Labyrinth Lord* rules to emulate the Oe game.

Microlite74

<http://www.retroroleplaying.com/content/microlite74>

Microlite74 is a restatement of Oe using a very light version of the 3.x rules (*Microlite20*) as a base. You are holding the Standard Version in your hands. *Microlite74 Basic* covers the original Oe boxed set. *Microlite74 Standard* covers the original Oe boxed set and supplements. *Microlite74 Extended* adds a number of house rules and other material the author was using in the late 1970s to overs the original Oe boxed set and supplements. *Microlite74 Companion* volumes add optional rules, detailed spell, monster, and treasure information, and other material which can generally be used with any version of *Microlite74*.

Swords & Wizardry

<http://www.swordsandwizardry.com/>

Swords & Wizardry is an OGL retro-clone of the Oe version from the mid-1970s, the same edition *Microlite74* is loosely based on. *Sword & Wizardry* is handy for complex spell and monster descriptions for use with *Microlite74* as well as a great game itself. The spell lists and monsters can be used as drop in replacements for those listed in *Microlite74*. There are three versions of this game. One uses just the material from the three LBB and the other two also use selected material from the Oe supplements.

B/X and Retro-Clones

B/X: The Original Game

<http://www.retroroleplaying.com/book/classical-dd>

The original B/X boxed sets and the revised version of this edition, the five box BECMI edition, can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games, as can a very large number of excellent adventure and campaign modules. Many of these modules could be used with *Microlite74* or other B/X retro-clones with little modification -- and converted for use with any other early edition/retro-clone with only a little more effort.

Basic Fantasy Role-Playing Game

<http://www.basicfantasy.org/>

The *Basic Fantasy Role-Playing Game* is loosely based on the so-called B/X edition of the world's most popular fantasy roleplaying game from the early 1980s. There are a number of minor tweaks like ascending armor class and separation of races and classes.

Dark Dungeons

<http://darkdungeonsblog.wordpress.com/>

Dark Dungeons is based on the single volume RC version of the BECMI edition from the early 1990s. The rules are fairly close to the original but some changes have been made, especially where setting specific material is concerned.

Labyrinth Lord

<http://www.goblinoidgames.com/labyrinthlord.html>

Labyrinth Lord is more closely based on the so-called B/X edition of the world's most popular fantasy roleplaying game from the early 1980s. While some minor changes have been made for compliance with the OGL and copyright law, many people have a hard time finding any truly major differences between *Labyrinth Lord* and the original.

B/X Companion

<http://bxblackrazor.blogspot.com/2010/07/what-hell-is-bx-companion.html>

The *B/X Companion* is intended to be the mythical 3rd volume designed to complete the work begun with Tom Moldvay's *Basic Rules* and continued in the Dave Cook/Steve Marsh *Expert Rules*, both published in 1981. Both promised a "Companion" volume that would conclude the series. This is an attempt at producing the promised *B/X Companion*. (No free PDF version.)

Companion Expansion

<http://www.lulu.com/product/paperback/companion-expansion/6130494>

This is another attempt at producing the never published "third book" of the B/X version. "Presenting additional creatures and magical items for fantasy roleplaying games for basic- and expert-level players and gamemasters!"

1e and Retro-Clones

1e: The Original Game

<http://www.retroroleplaying.com/book/add-first-edition>

The original 1e rulebooks and adventures can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games – often at good prices if you do not need collectible condition. Also, some excellent third party 1e adventures are available in PDF format. 1e adventures and campaign settings could be converted for use with *Microlite74* or any other early edition/retro-clone without much work.

Advanced Edition Companion (for Labyrinth Lord)

<http://www.goblinoidgames.com/labyrinthlord.html>

The *Advanced Edition Companion* is a supplement for *Labyrinth Lord* (see the B/X and Retro-clones section above). It modifies the *Labyrinth Lord* rules to emulate the 1e game – or at least those parts of it that most players actually used.

OSRIC

<http://www.knights-n-knaves.com/osric/>

OSRIC (Old School Reference & Index Compilation) is an OGL version of the first "advanced" edition of the world's most popular fantasy roleplaying game from the late 1970s and early 1980s. The first edition of *OSRIC* was designed to be just something that would allow publishers to legally publish OGL materials compatible with 1e. This attitude is also responsible for the boring name. The second edition of *OSRIC* is much more complete and is written with both players and publishers in mind.

2e and Retro-Clones

2e: The Original Game

<http://www.retroroleplaying.com/book/add-2nd-edition>

The original 2e rulebooks and adventures can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games – often at very good prices if you do not need collectible condition. Also, some excellent third party 2e adventures are available in PDF format. 2e adventures and campaign settings could be converted for use with *Microlite74* or any other early edition/retro-clone without much work.

For Gold & Glory

http://feysquare.com/?page_id=3

For Glory & Glory is an attempt to create a close adaption of the

2e rules, or at least those in the three 2e core rulebooks.

Myth & Magic

http://www.newhavengames.com/?page_id=23

Myth & Magic is built from the core 2e rules. It retains the essence of classic fantasy role playing, while advancing the mechanics and providing more options, classes, spells, monsters, and more.

Other Fantasy Games

Adventurer Conqueror King System

<http://www.autarch.co/>

Adventurer Conqueror King takes the end game (ruling a domain) assuming in early editions of the world's most popular fantasy RPG and rebuilds the entire game around it, with special attention to a simple but functional economic system.

Adventures Dark and Deep

<http://www.adventuresdarkanddeep.com/>

This game is not a retro-clone, strictly speaking. Instead, it is an attempt to create an alternate universe version of 2e. 2e as it might have been if it had been written by the author of 0e and 1e.

Age of Shadows

<http://old.enworld.org/CrookedStaffProductions/page24.html>

A free old-school fantasy RPG based on the Openquest (D100 system) rules.

Barbarians of Lemuria

<http://www.1km1kt.net/rpg/barbarians-of-lemuria>

Non-traditional but still old school rules for fantasy games set on the lost continent of Lemuria -- loosely based on Lin Carter's novels. This is link to the free version. There is also a Legendary Edition from Beyond Belief Games.

The Big Brown Book

http://feysquare.com/?page_id=84

The Big Brown Book takes the rules of 0e and gives them a new spin — What would the world's most popular fantasy role playing game look like had it continued its wargame roots?

Castles & Crusades

<http://www.trolllord.com/cnc/index.html>

Castles & Crusades is 1e reimaged using 3e rules. It's fairly compatible with adventures from all editions of the world's most popular fantasy RPG through 3.5.

Dangers and Dweomers

<http://artikid.altervista.org/?id=Games&detail=Dangers%20and%20dweomers>

Dangers and Dweomers is the designer's personal take on early editions: "As much as possible I streamlined the S&W system, filling what I found as gaps with material from the BFRPG and the SRD."

Dark Passages

<http://www3.telus.net/public/uncouths/Passages.pdf>

Dark Passages is a modernized and re-organized take on the 0e/1e era of rules.

Dragons at Dawn

<http://stores.lulu.com/boggswood>

This game is an attempt to recreate the rules of the original Blackmoor campaign from the early 1970s. "*Dragons at Dawn* is a retro tribute to the very first fantasy gaming system pioneered by Dave Arneson, the man who later went on to co-author the world's most popular roleplaying game. The result of years of careful historical research, *Dragons at Dawn* is entirely consistent with Arneson's original, largely forgotten methods of play developed roughly in the period 1970-1973." (No Free PDF version.)

Epées & Sorcellerie

<http://www.lulu.com/product/file-download/ep%C3%A9es-sorcellerie-%28english-translation%29/16178887>

Epées & Sorcellerie is a French RPG strongly inspired by 0e. An English translation is available.

Errant

<http://errantgame.blogspot.com/p/errant-rpg.html>

Errant RPG is a retro-clone that captures the basic play style of the classic game while introducing a variety of modern innovations to improve play.

Fire & Sword

<http://basicroleplaying.com/downloads.php?do=cat&id=12>

Fire & Sword was created by Raymond Turney, a co-creator of *RuneQuest*, and *Fire and Sword* is his evolution of the system. It thus has much in common with *BRP*, but contains many new interesting mechanisms.

Forward to Adventure!

<http://www.flyingmice.com/FTA.html>

This game is not a retro-clone, but a modern game that was designed with "old school" dungeon adventuring in mind. While not an "old school" game by any stretch of the imagination, it would be relatively easy to use FtA! to run a campaign in the old-school style. Unlike most modern RPG designs, there is little designed into FtA! that would interfere with this which makes it a system those who like the "old school" style of play but dislike the "old school" style of rules might wish to consider. (No free PDF version.)

Lamentations of the Flame Princess

<http://lotfp.blogspot.com/>

Lamentations of the Flame Princess is a 0e-like rules system with a stress on "weird fantasy." (Free PDF version of the "Grindhouse" rules available.)

Legends of the Ancient World

<http://www.darkcitygames.com/display.php?series=law>

Legends of the Ancient World is a rules-light clone of Megagaming's *The Fantasy Trip* -- complete in seven pages. The game is a free PDF, but the publisher sells solitaire adventures for it similar to the ones Megagaming produced for TFT.

Mazes & Minotaurs

<http://mazesandminotaurs.free.fr/>

Mazes & Minotaurs answers the question of what might 0e and 1e look like if their designers had been interested in classical Greek fantasy rather than medieval fantasy. There are two versions of the game available: Original and Revised.

Old School Hack

<http://www.oldschoolhack.net/>

Sort of the old Red Box version reimaged through a somewhat new school lens. It's not really an old school game but it not really not an old school game either.

Pars Fortuna

<http://matt-landofnod.blogspot.com/p/pars-fortuna.html>

What if you took the *Swords and Wizardry* rules and threw out all the standard races, classes, spells, monsters and magic items and replace them with ones generated randomly via sites like Chaotic Shiny, Seventh Sanctum or Abulafia? You get *Pars Fortuna*. (No free PDF version, although a free basic version is available.)

Siege Perilous

<http://oldguyrpg.blogspot.com/2009/09/siege-perilous-ultima-rpg-playtest.html>

Siege Perilous is a 0e variant designed to emulate the first three games of a very popular computer roleplaying game from the early 1980s.

Spellcraft & Swordplay

<http://stores.lulu.com/elflairgames>

Spellcraft & Swordplay is an OGL redesign of the 0e version from the mid-1970s. The designer decided to rewrite 0e based on the original combat system (from the miniatures rules 0e grew out of) instead of 0e's "alternative combat system." The alternative combat system quickly became the standard combat system of the world's most popular fantasy roleplaying game. This is sort of a retroclone from an alternate universe where the original combat system was the most-used. (No free PDF

version, although a free basic version PDF is available.)

Tombs & Terrors

<http://beyondbeliefgames.files.wordpress.com/2010/12/cq-tt1.pdf>

Tombs & Terrors is an unashamedly familiar role playing game of delving into subterranean crypts and looting the treasure -- compatible with sourcebooks and supplements that you already have.

ZeFRS

<http://www.midcoast.com/~ricekrwc/zefrs/>

David "Zeb" Cook's 1985 rules for the TSR Conan roleplaying game returns as a generic sword-and-sorcery RPG complete in one volume. Trample the jeweled kingdoms of your own world beneath your sandals!

Other Games

Mutant Future

<http://www.goblinoidgames.com/mutantfuture.html>

Mutant Future is a nuclear post-apocalyptic science fantasy game. It is created in the style of similar RPGs from the late 70s, but built around the core *Labyrinth Lord* rules so that these two games are fully compatible.

Stars Without Number

http://rpg.drivethrustuff.com/product_info.php?products_id=86467

Stars Without Number is a retro science fiction role playing game influenced by the Old School Renaissance and partially inspired by the great fantasy role-playing game editions written by Tom Moldvay and Frank Mentzer.

Weird West

http://rpg.drivethrustuff.com/product_info.php?products_id=91122&affiliate_id=163285

Weird West is a fast playing adventure roleplaying game with a very small set of rules for weird western worlds of cowboys, kung-fu, magic and otherworldly malevolence.

Adventures and Settings

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 play 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 0e 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

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 & Knaves Alehouse

Discussions of 0e and 1e.

<http://knights-n-knaves.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 Standard
Version 3.0 (October 1, 2011)

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*Microlite74 is dedicated to the memory of those who gave us the
first roleplaying games and campaigns:
Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw*

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Microlite74 Standard

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 Standard* rules are 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 plus rules from the four supplements and official material published in magazine articles. 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 Standard* is a version of the third edition of the original *Microlite74* rules and includes material originally published in the *Microlite74* supplement *Wary's Grimoire*.

Other Versions include *Microlite74 Basic* and *Microlite74 Extended*. *Microlite74 Basic* rules are complete but basic: There are only three classes (Fighter, Magic-User, and Cleric). Spells are limited and levels top out at 12 to 14. *Microlite74 Extended* includes all the material in the standard version extended with a number of house rules the author used in his 0e campaigns starting in the late 1970s. *Microlite74 Companion* volumes add even more options to the game.

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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