

MICROLITE74

Microlite74, 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, however, is to recreate the style and feel of that very first ("Oe") fantasy roleplaying game published back in 1974.

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)/2, round down.

Races

Humans can be any class (suggested maximum level 12-14)

Dwarves can be Fighters, max level 6.

Special Abilities: +4 to magic resistance; 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 Fighters or Magic-Users, max level 8.

Special Abilities: Can switch between classes between adventures and can use magic armour 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.

Halfings can be Fighters, max level 6.

Special Abilities: +4 to magic resistance; +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).

Classes

The classes are Fighter, Magic-User, Cleric. Characters begin at Level 1.

Fighters wear any kind of armour or weapon and may use shields. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter.

Magic-Users wear no armour and can only use daggers or staves as weapons. They can cast arcane spells.

Clerics can wear light or medium armour and use shields, but cannot use edged weapons. They cast divine spells. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded, the undead flees; if exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

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. If the GM decides a random success chance is truly needed, roll 1D20 + level if the character is attempting something directly related to their class, 1d20 + (level/2) otherwise. Roll higher than the GM assigned Difficulty Class to succeed.

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.

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

Magic

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

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

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

This loss **cannot** be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 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.

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

Combat

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

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

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

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

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

All weapons do 1d6 damage, add STR bonus to Melee damage. Fighters wielding two weapons roll 1d6 twice and use the higher roll.

Armour Class (AC) = 10 + DEX bonus + Armour bonus. Basic Armour Bonuses: Light Armour (e.g. leather) +2, Medium Armour (e.g. Chainmail) +4, Heavy Armour (e.g. Plate) +6; a shield adds +1.

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.

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. Optional: If the standard 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.

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Monsters

See the Microlite74 Monster List. To create new monsters quickly, assign Hit Dice (d6 for most things, d8 for Dragons, Demons and Undead). Attack bonus = number of Hit Dice. Damage = hit die type + (number of hit dice/2, round down). If it is an intelligent monster, give it a +3 bonus to attack. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Other Hazards

Falling : 1d6 damage per 10', half damage on DEX save. DC=depth fallen in feet
Spikes : add +1 point to falling damage per 10' fallen, max +10
Poison : STR save to avoid or for half, depending on poison. Effect varies with poison type.
Extreme Heat & Cold : If not wearing suitable protection, STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

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.

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, 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 = 20 x your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds:
+1d6 to Hit Points
+1 to all attack rolls

(Note that both the above are already included in the attack and hit point formulas given in the rules.)

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX or MIND (player's choice).

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

Clerics and Magic-Users gain access to new spell levels at levels 3, 5, 7, 9, and 12. When a Magic-User gains access to a new spell level he gets one spell of the new level added to his spell books. The player may select the spell subject to DM 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.

Microlite74 Spell Lists

Arcane (Magic-User) Spells

Unless stated otherwise in the spell description, spells have duration of level minutes and a range of level x 10 yards. (Level refers to the level of the caster.)

1st Level

Detect Magic: Detects spells and magic items within 60 feet.
Hold Portal: Holds door shut.
Read Magic: Read scrolls and spellbooks. Duration: one reading.
Read Languages: Read any written language. Duration: Level x 10 minutes.
Protection/Evil: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. Affects one target.
Light: object lights up all 30 ft radius, not full daylight.
Charm Person: Makes one living humanoid totally under your influence. Save again every level days or when asked to do something very obviously against the person's interest.
Sleep: Puts 4d6 HD of beings into magical slumber. Creatures with more than 4 hit dice are not affected. Duration: level x 10 minutes.

2nd Level

Detect Invisible: Detect invisible items and beings within 60 feet.
Levitate: Subject moves up and down at your direction. Speed: level yards per minute.
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.
Locate Object: Senses direction toward an object (specific or type) Duration: level x 10 minutes. Range: level miles.
Invisibility: Subject is invisible until broken by caster, some outside force, or until it attacks
Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell.
Detect Evil: Reveals evil thoughts/intent or evil items.
ESP: Allows Caster to read surfaces thoughts of target.
Continual Light: object lights circle with 120 ft radius until dispelled, not full daylight.
Knock: Opens locked or magically sealed door or other door-like barrier.

3rd Level

Fly: Subject can fly at a speed of 60 feet per minute
Hold Person: Paralyzes 1-4 targets for 1 minute/level. Cast at single target, save at -2 and double duration.
Dispel Magic: Cancels magic effects and spells. (Magic Attack vs Spell's DC for success) Duration: instant but effects permanent. Range: touch.
Clairvoyance: See at a distance for 1 minute/level.
Clairaudience: Hear at a distance for 1 minute/level.
Fire Ball: 1d6/level fire damage, 20 foot burst, range: 240 feet, duration: instant
Lightning Bolt: 1d6/level electrical damage, range: 240 feet, duration: instant
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.
Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until broken by caster, some outside force, or until one attacks
Infravision: See in the dark
Slow Spell: Subjects (up 24 beings in a 60x120 foot area) slowed by 50%. (Counters Haste)
Haste Spell: Subjects (up 24 beings in a 60x120 foot area) double in speed, taking two actions at a time. (Counters Slow)
Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss.
Water Breathing: Subject can breathe water for 10 minutes/level

4th Level

Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. Lasts 60 +

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10/level minutes.

Polymorph Others: Change another into another being. Change is complete and includes gaining special abilities and mind of creature. Lasts until dispelled.

Remove Curse: Frees subject from a curse. Duration: 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.

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

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behaves oddly and cannot act effectively for 6 + 1/level minutes.

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.

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

Dimension Door: Teleports subject a short distance (20 x level feet). Duration: instant.

Wizard Eye: Allows sending an invisible eye up to 250 feet away which relays all it sees to the caster. Moves up to 10 feet/level each minute. Duration: 5 minutes/level.

Massmorph: Makes large body of humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees.

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

5th Level

Teleport: Instantly transports subject up to 100 miles/level. Caster must know target location exactly.

Hold Monster: As Hold Person, but any creature.

Conjure Elemental: Conjures one elemental who will serve the caster for up to 10 minutes/level.

Telekinesis: Moves object by mental power. Up to level squared in pounds.

Transmute Rock-Mud: Transforms a 10 foot cube per level. Duration: permanent.

Wall of Stone: Creates a wall of stone in any shape. 100 square feet (2 feet thick) per level. Lasts until destroyed on dispelled.

Wall of Iron: creates a thin wall of iron, lasts 10 minutes/level.

Animate Dead: Create undead skeletons or zombies from dead bodies. 1 per level.

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

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%.

Pass-Wall: Creates a passage up to 10 + 1/level feet long through a wood or stone wall.

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.

Feeblemind: Subject's MIND drops to 1.

Animal Growth: One animal per two levels grows to giant size. Lasts 1 minute/level.

6th Level

Stone-Flesh: Turns subject into a stone statue (or vice versa). Duration: permanent.

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

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

Lower Water: Lowers bodies of water 50%.

Part Water: Parts bodies of water up to 5 feet/level deep.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Range: 240 feet. Lasts 10 minutes/level. Other spells cast come from the image.

Anti-Magic Shell: Negates magic within 10 ft.

Death Spell: Kills 2D8 beings with less than 7 hit dice with a 60 by 60 foot area. Duration: instant but effect permanent.

Geas: Force a creature to obey one long-term order. Duration: until order completed or level months pass, whichever comes first.

Disintegrate: Makes one creature or non-magical object vanish, turning it to fine dust.

Move Earth: Move small hills, dig ditches and moats, etc.

Control Weather: Caster can adjust weather.

Divine (Cleric) Spells

Unless stated otherwise in the spell description, spells have a duration of level minutes and a range of level x 10 yards.

1st Level

Cure Light Wounds (Reversible): Cure 1d6+(1/level) hits of wounds. Duration: instant but effects permanent.

Purify Food & Water (Reversible): Purifies 1 cubic foot/level of food or water. Duration: instant but effects permanent.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Evil (Reversible): Reveals evil thoughts/intent or evil items.

Protection from Evil (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. Affects one target.

Light (Reversible): object lights circle with 30 ft radius, full daylight.

2nd Level

Find Traps: Notice traps within 5ft/level.

Hold Person: Paralyzes 1-4 targets for 2 minutes/level. Cast at single target, save at -2 and double duration.

Bless: Allies gain +1 on attack rolls, saves against fear, and morale checks.

Speak with Animals: Can understand and speak with animals.

3rd Level

Remove Curse (Reversible): Frees subject from a curse. Duration: instant but effects permanent.

Cure Disease: Cures any disease. Duration: instant but effects permanent.

Locate Object: Senses direction toward object (specific or type)

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

4th Level

Neutralize Poison: Immunizes subject against poison (normal duration) OR detoxifies venom in or on subject (instant but effects permanent).

Cure Serious Wounds (Reversible): Cures 2d6+(2/level) hit points. Duration: instant but effects permanent.

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 subject.

Turn Sticks to Snakes: Turns up to level sticks into venomous serpents. (bite: level points of damage. attack: as level/2 hit dice monster)

Speak with Plants: Can understand and speak with plants.

Create Water: Creates water, enough for up to 12 people and their horses for one day. Duration: instant but effects permanent.

5th Level

Dispel Evil (Reversible): Works like Dispel Magic, but affects any evil sending or evil spell. Duration: instant but effects permanent.

Raise Dead (Reversible): Restores life to subject who died as long as one day/level ago. Duration: instant but effects permanent.

Commune: Cleric's Deity truthfully answers one yes-or-no question/level.

Quest: Force a creature to obey one long-term order. Duration: until order completed or level months pass, whichever comes first.

Insect Plague: Locust swarms attack creatures.

Create Food: Creates food, enough for up to 12 people and their horses for one day. Duration: instant but effects permanent.

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Monsters

ANT, GIANT: HD: 3d6 AC: 16 AT: Bite+3, 1D6 + poison
BADGER, GIANT: AC: 15 HD: 3d6 AT: 2 Claws+3 (1d3), bite+3 (1d6+7)
BANSHEE: AC: 20 HD: 7d8 AT: 1 claw+7 (1d6+3) S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments
BASILISK: AC: 15 HD: 6d6 AT: 1 bite+6 (1d6+3) S: Petrifying gaze
BEETLES, GIANT FIRE: AC: 15 HD: 1d6 AT: bite+1 (1d6)

BLACK PUDDING: AC: 13 HD: 10d6 AT: 1 attack+10 (1d6+5) S: Acidic surface, immune to cold, divides when hit with lightning.
BLINK DOGS: AC: 15 HD: 4d6 AT: 1 bite+4 (1d6+2) S: Teleports
BUGBEARS: AC: 14 HD: 3d6 AT: 1 bite+3 (1d6+1) or by weapon+3 S: Surprise targets on a 1-3
CENTAUR: AC: 15 HD: 4d6 Base Hit Bonus: +4 AT: 2 kicks+4 (1d6), 1 weapon+4
CHIMERA: AC: Goat head 13, Lion head 14, Dragon head 17 HD: 9d6 AT: 2 claws+9 (1d3+4), 2 goat horns+9 (1d3+4), 1 lion bite+9 (1d6+4), dragon bite+9 (1d8+4) S: Breathes fire, flies

COCKATRICE: AC: 13 HD: 5d6 AT: 1 bite+5 (1d6+2) S: Bite turns to stone
DJINN: AC: 15 HD: 7d8 AT: 1 weapon+7 S: Flies, magical powers, whirlwind
DOPPELGANGER: AC: 15 HD: 4d6 AT: 1 claw+4 (1d6+2) S: Mimics shape, immune to sleep and charm
DRAGON, BLACK: AC: 17 HD: 7d8 AT: 2 claws+7 (1d4+4), 1 bite+7 (1d8+3) S: breathes acid (7d6)
DRAGON, BLUE: AC: 17 HD: 9d8 AT: 2 claws+9 (1d6+5), 1 bite+9 (1d6+5) S: breathes lightning (9d6)

DRAGON, GREEN: AC: 17 HD: 8d8 AT: 2 claws+8 (1d6+4), 1 bite+8 (1d8+4) S: Breathes poisonous gas (8d6)
DRAGON, RED: AC: 17 HD: 10d8 AT: 2 claws+10 (1d8+5), 1 bite (1d8+5) S: Breathes fire (10d6)
DRAGON, WHITE: AC: 17 HD: 6d8 AT: 2 claws+6 (1d4+3), 1 bite+6 (1d6+3) S: Breathes cold (6d6)
DRYAD: AC: 10 HD: 2d6 AT: small weapon+2 (1d4+1) S: Charm person (-2 save)
EFREET: AC: 17 HD: 10d8 AT: 1 fist+10 or sword+10 (1d6+5) S: Wall of fire

ELEMENTAL, AIR: AC: 17 HD: 12d8 AT: 1 strike+12 (1d6+6) S: Whirlwind
ELEMENTAL, EARTH: AC: 17 HD: 12d8 AT: 1 Fist+12 (1d8+6) S: Tear down stone
ELEMENTAL, FIRE: AC: 17 HD: 12d8 AT: 1 strike+12 (1d8+6) S: Ignite materials
ELEMENTAL, WATER: AC: 17 HD: 12d8 AT: 1 strike+12 (1d6+6) S: can overturn boats
FLAME DEMONLORD: AC: 20 HD: 12d8 AT: 1 flaming whip+12 (1d6+6), 1 sword (1d6+6): S: flaming (1d6 damage to all in contact), Darkness, 10 ft r., +15 magic resistance.

GARGOYLE: AC: 14 HD: 4d6 AT: 2 claws+4 (1d3+2), 1 bite+4 (1d4+2), 1 horn+4 (1d6+2) S: fly
GELATINOUS CUBE: AC: 11 HD: 4d6 AT: 1 engulf+4 (1d6+2) S: Paralysis, immune to lightning and cold
GHOUL: AC: 13 HD: 2d6 AT: 2 claws+2 (1d3+1), 1 bite (1d4+1) S: Immunities, paralysis
GIANT, CLOUD: AC: 17 HD: 12d6 AT: 1 weapon+12 (1d6+6) S: Hurl boulders
GIANT, FIRE: AC: 16 HD: 11d6 AT: 1 weapon+11 (1d6+5) S: Hurl boulders, immune to fire

GIANT, FROST: AC: 15 HD: 10d6 AT: 1 weapon+10 (1d6+5) S: Hurl boulders, immune to cold
GIANT, HILL: AC: 15 HD: 8d6 AT: 1 weapon+8 (1d6+4) S: Throw boulders
GIANT, STONE: AC: 20 HD: 9d6 AT: 1 club+9 (1d6+4) S: Throw boulders
GIANT, STORM: AC: 18 HD: 15d6 AT: 1 weapon+15 (1d6+7) S: Throw boulders, control weather
GNOLLS: AC: 14 HD: 2d6 AT: 1 Bite+2 (1d4+1) or weapon

(1d6+1)

GOBLINS: AC: 12 HD: 1d6 AT: 1 weapon+1 (1d6) S: -1 to hit in sunlight

GOLEM, FLESH: AC: 10 HD: 8d8 AT: 2 fists+8 (1d6+4) S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells
GOLEM, IRON: AC: 16 HD: 14d8 AT: 1 weapon+14 (1d6+7) or fist+14 (1d6+7) 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: 11d8 AT: 1 fist+11 (1d6+5) S: Unaffected by +1 or lesser weapons, immune to most magic
GORGONS: AC: 17 HD: 8d6 AT: 1 gore+8 (1d6+4) S: Breath turns to stone

GREY OOZE: AC: 12 HD: 3d6 AT: 1 strike+3 (1d6+1) S: Acid, immunities
GRIFFON: AC: 16 HD: 7d6 AT: 2 claws+7 (1d4+3), 1 bite+7 (1d6+3) S: Flies
HARPY: AC: 12 HD: 3d6 AT: 2 talons+3 (1d3+1) and weapon+3 (1d6+1) S: Flies, siren-song
HELL HOUND: AC: 15 HD: 5d6 AT: 1 bite+5 (1d6+2) S: breathe fire (1d6)
HIPPOGRIFF: AC: 14 HD: 3d6 AT: 2 claws+3 (1d4+1), 1 bite (1d6+1) S: flies

HOBGOBLINS AC: 14 HD: 1d6 AT: 1 weapon+1 (1d6)
INVISIBLE STALKER: AC: 16 HD: 8d6 AT: 1 bite+4 (1d6+2) S: Invisible, flies
KOBOLDS AC: 13 HD: 1d4 AT: 1 weapon (1d6-1)
LICH: AC: 20 HD: 12d8 AT: 1 hand+6 (1d8+6 + automatic paralysis) S: Appearance causes paralytic fear, touch causes automatic paralysis, spells
LIZARDMEN: AC: 14 HD: 2d6 AT: 2 claws+2 (1d3+1), 1 bite (1d6+1)

LYCANTHROPE, WEREBEAR: AC: 18 HD: 7d6 AT: 2 claws+7 (1d3+3), 1 bite+7 (1d6+3) S: Lycanthropy
LYCANTHROPE, WEREBOAR: AC: 16 HD: 5d6 AT: 1 bite+5 (1d6+2) S: Lycanthropy
LYCANTHROPE, WERERAT: AC: 14 HD: 3d6 AT: 1 bite+3 (1d3+1), 1 weapon+3 (1d6+1) S: Control rats, Lycanthropy
LYCANTHROPE, WERETIGER: AC: 17 HD: 6d6 AT: 2 claws+6 (1d4+3), 1 bite+6 (1d6+3) S: Lycanthropy
LYCANTHROPE, WEREWOLF: AC: 15 HD: 4d6 AT: 1 bite+4 (1d6+2) S: Lycanthropy

MANTICORE: AC: 15 HD: 6d6 AT: 2 claws+6 (1d3+3), 1 bite+6 (1d6+3), 6 tail spikes+6 (1d6+3) S: Flies
MEDUSA: AC: 14 HD: 6d6 AT: 1 weapon+6 (1d6+3) S: Gaze turns to stone
MERMAN: AC: 12 HD: 1d6 AT: 1 weapon+1 (1d6) S: breathe water
MINOTAUR: AC: 13 HD: 6d6 AT: Head butt+6 (1d4+3), 1 bite+6 (1d3+3) and 1 weapon+6 (1d6+3)
MUMMY: AC: 16 HD: 6d8 AT: 1 fist (1d6+3) S: Rotting Disease, hit only by magic weapons

NIXIE: AC: 12 HD: 1d4 AT: 1 weapon (1d3) S: Charm
OCHRE JELLY: AC: 11 HD: 6d6 AT: 1 acid strike+6 (1d6+3) S: lightning divides creature
OGRE: AC: 14 HD: 4d6 AT: 1 weapon+2 (1d6+2)
OGRE MAGE: AC: 15 HD: 5d6 AT: 1 weapon+5 (1d6+2) S: magic use
ORC: AC: 14 HD: 1d6 AT: 1 weapon+1 (1d6)

OWLBEAR: AC: 14 HD: 5d6 AT: 2 claws+5 (1d4+2), 1 bite+5 (1d6+2) S: hug for additional 1d8 if to-hit roll is 18+
PEGASUS: AC: 13 HD: 4d6 AT: 2 hooves+4 (1d6+2) S: Flies
PURPLE WORM: AC: 13 HD: 15d6 AT: 1 bite+15 (1d8+7), 1 sting (1d6+7) S: Poison sting, swallows whole
ROC: AC: 15 HD: 12d6 AT: 1 bite+12 (1d6+6), 2 claws (1d4+6)
SALAMANDER: AC: 16 HD: 7d6 AT: Touch and constrict+7 (1d6+3 + 1d6 heat), 1 weapon+7 (1d6+3) S: Heat, constrict

SHADOW: AC: 12 HD: 3d6 AT: 1 touch (1d4+1 + Str drain) S: Drains 1 Str with hit, only hit by magical weapons

MICROLITE74

SKELETON: AC: 11 HD: 1d8 AT: 1 weapon+1 (1d6) S: Undead
SPECTER: AC: 17 HD: 7d8 AT: 1 spectral weapon or touch+7
(1d6+3 + level drain) S: Drain 2 energy levels with hit, Undead
STIRGE: AC: 12 HD: 1d6 AT: 1 sting+1 (1d3 + blood drain) S:
Drain blood 1d4/round
TICK, GIANT: AC: 15 HD: 3d6 AT: 1 bite+3 (1d6+1) S: Drains
blood

TITAN: AC: 22 HD: 16d6 AT: 1 weapon+16 (1d6+8) S: Spells
UNICORNS: AC: 17 HD: 5d6 AT: 2 hoofs+5 (1d4+2), 1 horn+5
(1d6+2) S: double damage for charge, 25% magic resistance,
teleport
VAMPIRE: AC: 17 HD: 9d8 AT: 1 bite+9 (1d6+4 + level drain)
S: Vampiric powers, Undead. Drain 1 energy level
WIGHT: AC: 14 HD: 3d8 AT: 1 claw+3 (1d3+1 + level drain) S:
Drain one energy level, Hit only by magical or silver weapons,
Undead
WILL-O-THE-WISP: AC: 27 HD: 9d6 AT: 1 shock+9 (1d6+4)

WOLF: AC: 12 HD: 2d6 AT: 1 bite+2 (1d4+1)
WORG: AC: 13 HD: 4d6 AT: 1 bite+4 (1d6+1)
WRAITH: AC: 16 HD: 4d8 AT: 1 Touch+4 (1d6+2 + level drain)
S: Drain 1 energy level, Undead
WYVERN: AC: 16 HD: 8d8 AT: 1 bite+8 (1d6+4) or 1 sting+8
(1d4+4) S: Poison sting, Flies
ZOMBIE: AC: 11 HD: 2d8 AT: 1 weapon+2 (1d6+2) S: Immune
to sleep and charm

Designer's Notes

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. Microlite74 isn't primarily a game of killing things; it's a game of exploration and treasure hunting.

Combat is more dangerous than it seems in Microlite74, so good players have their characters avoid it whenever possible. Fortunately, one can earn a lot of experience by finding and spending treasure whether or not any monsters are killed in the process. You'll still kill monsters, but killing monsters is not the primary way to get ahead in the world.

Unlike most modern RPGs, there aren't any skills. Players are intended to have their characters act like adventurers. So don't search your character sheet for the perfect solution in Microlite74. Instead, you just tell the GM what your character is trying to do. If you need to keep a door open or shut, 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.

For more information on the differences between "old" style and "new" style play, read *A Quick Primer for Old School Gaming* by Matthew J. Finch. It is available as a free 13 page pdf download from Lulu: <http://www.lulu.com/content/3019374>. The quick primer description reads: "This booklet is designed for the modern-style gamer who's planning on taking the old-style rules for a trial run -- because open-ended rules like Oe are USED very differently than rules are used in modern systems." It's well done and does a great job of explaining the "old" style of play.

Finally, remember that these rules are a tool for the GM. If something 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.

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