

Microlite75

Characters & Magic

Version 1.01

Condensed Type Edition



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The author would like to thank the following individuals who sponsored the production of Microlite75 by making donations to the RetroRoleplaying Cancer Fund to help pay the huge cancer bills treating my wife's Stage 3 Oral Cancer without insurance ran up.

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Microlite75: Characters & Magic
(Book 1 of 2)
Version 1.01 (January 18, 2011)
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Special Thanks to Kevin Donovan for proofreading Version 1.01

*Microlite75 is dedicated to the memory of those who gave us roleplaying games:
Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw*

Introduction

Microlite75, 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 Microlite75, however, is to recreate the style and feel of the early editions of the world's most popular fantasy roleplaying game published in the 1970s and early 1980s – but with a few modern ideas and additions that fit the early edition spirit.

The rules are based on the 1974 0e edition with its supplements and material from 0e magazine articles, some 0e third party material, some of the house rules the author used in the 1970s, and selected ideas from other roleplaying games. 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.

Are these rules better than the original systems? Microlite75 is more like 0e plus supplements expressed in Microlite20 terms. It doesn't claim to be new, improved, or better; just the way we did it converted to a rules system more players are likely to be already familiar with.

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 This style has been superseded over the years with a style that says "Here is the situation.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 rules of the game, what is the best course of action to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Like all "old school" designs, the rules in this book are merely guidelines for the GM. GMs are expected to toss rules they can't stand, add rules they think are missing, modify rules that don't make sense for their campaign world and/or player group, etc.

This Book

This is the Characters & Magic book. It contains the complete basic rules and the equipment and spells lists. For many campaigns, this booklet contains everything a player needs to know. The Options & Monsters book contains a large number of optional rules a GM might elect to include in a campaign as well as monster lists and other GM-oriented information.

The Rules

Stats

There are 4 stats: Strength (STR), Dexterity (DEX), Mind (MIND), and Charisma (CHA).

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

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

Races

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

Dwarves get +2 to STR. Experience base modifier of +5. *Special Abilities:* +4 to any save vs. a magical effect; note slanting passages, traps, shifting walls and new construction in underground settings (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 get +2 to MIND. Experience base modifier of +7. *Special Abilities:* Can use elf-made magic armor and magic weapons even as a magic-user/illusionist; +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.

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

Special Abilities: +4 to any save vs. poison; note slanting passages, unsafe walls, ceilings, or floors in underground settings (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.

Half-Elves get +2 to CHA. Experience base modifier of +5. *Special Abilities:* Can use elf-made magic armor and magic weapons even as a magic-user/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.

Half-Orcs get +2 to STR and DEX and get -2 to CHA.

Experience base modifier of +4.

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

Halfings get +2 to DEX. Experience base modifier of +3.

Special Abilities: +4 to any save vs. a magical effect; +2 to hit and damage with slings and light bows; can blend in background (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 standard classes are Fighter, Ranger, Paladin, Martial Artist, Magic-User, Illusionist, Cleric, Druid, and Thief. 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.

Fighters (Fighting Class) can wear any kind of armor, can use any weapon and may use shields. *Physical Combat Bonus* is equal to their class level/2, round up. *Magical Combat Bonus* is equal to their class level/4, round up. Experience Base is 20. They add +2 to FORT saves. They add +1 to all attack and damage rolls. This increases by +1 at 4th level and every four 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 equal to their class level/2, round up. *Magical Combat Bonus* is equal to their class 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 equal to their class level/2, round up. *Magical Combat Bonus* is equal to their class level/4, round up. Experience Base is 25. They add +1 to FORT and PRE 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 1 BP per class level per day by laying on hands. Paladins must be true to the tenets of the religion or philosophy they follow to gain experience.

Monks (a 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 equal to their class level/2, round up. *Magical Combat Bonus* is equal to their class level/4, round up.

Experience Base is 25. 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.

Magic-Users (Arcane Class) wear no armor and can only use daggers, slings or staves as weapons. *Physical Combat Bonus* is class level/4, round up. *Magical Combat Bonus* is equal to their class level/2, round up. Experience Base is 30. They add +2 to WIL saves. They cast arcane spells and have the Minor Magic and Arcane Blast special abilities.

Illusionists (Arcane Class) wear no armor and can only use daggers, slings or staves as weapons. *Physical Combat Bonus* is class level/4, round up. *Magical Combat Bonus* is equal to their class level/2, round up. Experience Base is 30. They add +1 to WIL and PRE saves. They cast illusionist spells and have the Minor Magic and Arcane Blast special abilities.

Clerics (Specialist Class) can wear light or medium armor and use shields, but cannot use edged weapons, bows, or crossbows. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is equal to their class level/2, round up. Experience Base is 20. They add +1 to FORT and WIL saves. They cast divine spells and have the Turn Undead and Smite special Abilities.

Druids (Specialist Class) can wear light or medium armor and use shields and can use any light weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is equal to their class level/2, round up. Experience Base is 25. They add +1 to WIL and PRE saves. Druids can cast druid spells, have immunity to woodland fey, the ability to Pass Without Trace at 3rd Level, and can shape shift to a small/medium animal up to 3 times per day at 7th Level. When shape shifting 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 equal to their class level/3, round up. Experience Base is 20. 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 + Magical Combat Bonus 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.

Class Special Abilities

Some classes have special abilities which cannot easily be explained in a sentence. These named special abilities are described in this section.

Cleric Special Abilities: All Clerics have the following special abilities. The cleric must have a holy symbol of his religion in hand to use these abilities.

Turn Undead - Clerics can Turn Undead. Roll 1d20 + CHA Bonus + level versus a DC of 10 + twice the Hit Dice of the undead. One undead flees per point over the roll needed. Turning Undead costs HP equal to the number of hit dice possessed by the highest HD undead the cleric is attempting to turn.

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

Magic-User Special Abilities: All Magic-Users and Illusionists

have the following special abilities. All require the use of a special wand hand-made by the magic-user (see Implements in Magic rules section).

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

Minor Magic - Magic-Users can cast minor "everyday/non-combat" magic at will. Basically, any everyday thing someone could do mundanely, a magic-user or illusionist can do with minor magic. Attempting something the GM considers abusive fails and causes the magic-users wand to explode (doing 1d6 backfire damage to the magic-user unless save vs. MIND). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

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

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.

Skills

There are no specific skills in Microlite75. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation, taking into account the characters' classes and backgrounds. If the GM decides a random success chance is truly needed he may resolve the situation with a 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 or background.

Secondary Skill Roll: 1D20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class or background.

Minor Skill Roll: 1d20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class or background.

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.

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.

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. A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, add the appropriate attribute and class modifiers and any GM assigned situational modifiers and compare the result to your Save DC. If the result is greater than or equal to your Save DC, the saving roll is successful.

Save DC: A character’s Save DC is equal to 18 – (level/2, round up).

Kinds of Saving Throws: There are four types of saving rolls: Fortitude (FORT), Reflex (REF), Will (WIL), and Presence (PRE). *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. *Presence:* These saves reflect resistance to fear, awe, and some “social” effects. Add CHA bonus to Presence saving throws.

Optional Saving Throw Method: As class and attribute modifiers to saves seldom change, GMs may want players to adjust their Save DCs for each type of save (by *subtracting* the modifiers from the standard Save DC given by the Save DC formula) and record the adjusted number for each kind of saving throw on their character sheet. Saving throws are then made by rolling 1d20, adding any GM assigned situational modifiers and comparing the result to the appropriate adjusted saving roll on the character sheet. Rolls of 1 and 20 still have their normal automatic effects.

Alignment

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

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

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

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

Virtues and Vices (Optional): As in real life, each character has virtues (admirable character traits) and vices (not so admirable character traits). Players select six traits from the lists below before play starts. Neutral characters must select three

from each list. Light aligned characters must select at least one (but no more than two) vices. Dark aligned characters must select at least one (but no more than two) virtues. Players can select virtues and vices not on the list with GM approval.

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

Magic

Magic-using characters can cast any spell from their respective spell list with a spell level equal or below 1/2 their class level, rounded up. A Magic-User or Illusionist starts with Read Magic and 1d2 additional first levels spells in his spell book (which must be approved by the GM) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. A Magic-User or Illusionist can memorize up to Level + MIND bonus spells and these spells can be directly cast (others spells may be cast via a casting ritual). A Magic-User or Illusionist requires his spell book and 1 hour of time to change the spells he has memorized. 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).

Just because a character can cast any spell, doesn’t mean that they should. Choose spells that suit the character.

Casting Cost: Direct casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast if the spell is cast with an implement and 1 + triple the level of the spell being cast if the spell is cast without an implement:

Spell Level	1	2	3	4	5	6	7	8	9
HP Cost with Implement	3	5	7	9	11	13	15	17	19
HP Cost without Implement	4	7	10	13	16	19	22	25	28

Although there are ways to reduce the cost of casting spells, the casting cost cannot be reduced below 2 Hit Points.

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. For Magic-Users and Illusionists, signature spells are always in memory and do not count against the number of spells a caster can memorize.

Implement Use: Spells cast through an implement (a wand or staff for a Magic-User, Illusionist or other arcane caster, a holy symbol for a cleric, druid, or other divine caster) cost less to use. The implement must either be a magic item or be made by the caster (12 hours, wood, and carving tools needed). The

implement must be undamaged and in the caster's hand at the time the spell is cast.

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.

Hit Points and Healing

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

Body Points (BP): All characters have 20 Body Points. If Body Points reach 0, the character is dead. Each two points of body damage a character has suffered gives a -1 to all attack, success, saving, and similar rolls (also to strike speed). *Option:* Body Points for Fighting Classes equal 20 + (Level/2) (round down, maximum 30). Body Points for Arcane Classes equal 20 - (Level/2) (round up, minimum 10). This has fighting classes slowly becoming tougher while arcane classes lose physical conditioning as they become more magically powerful.

Recovering Hit Points: All characters recover all hit points after six hours of total rest. If a character has lost Body Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

Healing Body Point Damage: Body points lost recover at a rate equal to the character's STR Bonus (minimum of 1 point regained) per full day of rest. If a character with up to 50% Body Point damage (up to 10 points of BP damage if base 20 BP is used) performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional body point. If a character with more 50% of Body Point damaged (11 or more points of BP damage if base 20 BP is used) does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

Bleeding (optional): A character who has been reduced to 0 hit points by weapon or other trauma-related damage will eventually bleed out and die if their wounds are not bound. A bleeding character must make a FORT Save every minute or suffer one body point of additional damage. Binding wounds takes 1 minute per point of body damage taken, but no further bleeding rolls are needed (including while the wounds are being bound). Any healing spell cast on a bleeding character will effectively stop the bleeding.

Healing Magic (Optional): Healing magic is not instantaneous, 1 body point will be cured per 10 minutes of rest after the spell is cast (up to the maximum the spell will cure), if the rest is interrupted any remaining points of healing are lost.

Second Wind (Optional): Once per day, characters may regain 20% of their total hit points (round up) by resting in a safe place for an hour while eating a meal. This amount is reduced by 2 hp per point of body damage (to a minimum of 0 hp recovered).

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

Combat

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round.

Combat Stance: Any character able to act may select a combat stance. Any character who has not announced their combat stance before initiative is rolled automatically selects "Standard." Combat Stances (and their effects) are *Full Defense* (Attack: no attack possible; AC: +2 bonus, +4 bonus with

shield, +6 bonus with large shield; Strike: -5), *Active Defense* (Attack: -2 penalty; AC: +1 bonus, +2 with shield; Strike: -2), *Standard* (Attack: Normal; AC: Normal; Strike: normal), *Active Attack* (Attack: +1 bonus; AC: -1 penalty; Strike: +1), and *Full Attack* (Attack: +2 bonus; AC: -2 penalty; Strike: +2). The Stance Strike modifier is optional.

Initiative: Roll 1d20 for initiative for each side. The side with the higher roll gets a +5 to strike speed for the round.

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.

Strike Speed: Characters and monsters act in order of their strike speed from high to low. Base Strike Speed is determined by their action type in the table below. Characters/Monster add +5 to the Base Strike Speed if their side has initiative. Fighting Classes add their Fighter attack bonus. Monsters add one-half their hit dice, rounded down if the GM classes them as fighters. The Strike modifier from a character's combat stance is added if the GM use this option.

SS	Weapon/Attack Action
1	Read Scroll
2	Cast Spell
3	Short Length Weapon
4	Medium Length Weapon
5	Long Weapon
6	Very Long Weapon
7	Pole Arms
8	Missile Fire/Arcane Blast
9	Breath Weapon
10	Glance

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.

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. *Option:* Armor bonus is as listed in parenthesis for the armor type on the equipment table.

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

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. *Optional:* If exact distances are known, penalty is -1 per range increment after the first as listed on the equipment table.

Minimum Strength (optional): Characters wielding weapons who lack the minimum strength needed for the weapon as listed on

the equipment table are at -1 to hit for each point their STR is below the listed MinSTR.

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.

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

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

Special Combat Situations:

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

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

Dodge: A character who is not making an Active or Full Attack may forgo his next attack at any time and dodge out of the way. Roll 1d20 + DEX bonus + Physical Combat Bonus (PCB). The total is the character's effective AC until his next attack. If it's lower than his real AC, well, the character zigged 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.

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. 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.

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.

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

Monsters

See the Microlite75 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, Save DC = 19 – level (minimum 3), all attack bonuses = level, damage = 1d8 for ordinary claws, bites, and weapons, 2d8 for large maws, giant clubs, 3d8 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Natural Defense is 1 for all but the most powerful or unusual creatures. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the CHA bonus (and any other appropriate modifiers) to the roll and consulting this table.

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

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

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, 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.

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). Characters can also lose up to 5 XP for generally ignoring their alignment or other very poor roleplaying.

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 next 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.

Example: Four newly minted first level adventurers have just completed a dungeon adventure. The human Fighter, Thief, and Cleric each have an experience base of 20 and each need 40 XP to reach second level. The Elf Magic User has an experience base of 37 and needs 74 XP to reach second 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 fighter, however, ignored his "Light" alignment and acted like a selfish thug and lost 5 XP for poor roleplaying. 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 second level and her XP total is reset to 0. The Thief and the Magic-User have 29 XP each, while the Fighter has 24 XP.

Equipment

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
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
waterskin	waterskin	waterskin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

Fighting Classes: 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.

Arcane Classes: Spellbook with all spells known and 5 gold pieces

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

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

Players, with the permission of the GM, may elect to roll their starting wealth in gold pieces and buy equipment piece by piece from the equipment list later in the rules. If this is done, each character starts with 120 + (3d6 x 5) gold pieces. The GM is free to modify the equipment list to suit the starting location in his campaign.

Encumbrance (Optional): 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.

0e Conventions

Almost any material you come across for 0e or other early editions of the world's most popular roleplaying game can be used in Microlite75 with little modification. However, there are some descriptive conventions that 0e used that may need explanation.

Time Conventions: 0e 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: 0e 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.

Microlite75 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

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

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

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

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

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

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

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

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

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

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

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

Pep: One target per caster level instantly recovers 25% of their Hit Points. No effect on targets in combat or other heavy activity. R: touch. D: instant but effects permanent.

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

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

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

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

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

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

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

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

2nd Level

Continual Light: Object lights circle with 120 ft. radius until dispelled, not full daylight. R: 120 feet.

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

Detect Evil: Reveals evil thoughts/intent or evil items. R: 60 feet. D: 20 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

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

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

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

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

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

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

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

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

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

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

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

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

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

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

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

Web: Sticky webs fill a 10x10x20 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 30 feet. D: 8 hours.

Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet.

3rd Level

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

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

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

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

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

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

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

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

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

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

Lightning Bolt: 1d6/caster level electrical damage. R: 240 feet, bolt is 10 feet wide, 60 feet long. D: instant.

Monster Summoning I: Caster summons random monsters that appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) - 1: 1d6 giant rats, 2: 1d3 goblins, 3: 1d3 hobgoblins, 4: 1d6 kobolds, 5: 1d3 orcs, 6: 1d3 skeletons. D: 6 minutes.

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

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

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

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

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

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

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

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

4th Level

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 60 feet.

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

Dimension Door: Teleports subject a short distance (up to 360 feet). D: instant. R: 10 feet.

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

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

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

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

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

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

Polymorph Others: Change another into another being. The change is complete and includes gaining special abilities and mind of creature. R: 60 feet. D: until dispelled.

Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 1 hour + 1 hour/ caster level.

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

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

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

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

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

5th Level

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

Animate Dead: Create undead skeletons or zombies under

control of caster from dead bodies, 1d6/caster level over 8th level. R: GM discretion. D: permanent.

Cloudkill: Creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

Conjure Elemental: Conjures one 16 HD elemental who will serve the caster until dispelled/dissmised/caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.

Contact Higher Plane: Lets Caster ask yes/no question of other planar entity, 1 question/caster level. Chance of correct answer 5%/caster level, maximum 95%.

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

Hold Monster: As Hold Person, but any creature. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs. DC of (10 + MIND bonus + target level or hit dice). R: 30 feet. D: until dispelled, the target makes his save (a new saving throw is allowed every caster level days), or the caster ends spell.

Monster Summoning III: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1d4 bugbears, 2: 1d2 harpies, 3: 1d2 ochre jellies, 4: 1d2 wererats, 5: 1d2 wights, 6: 1d2 wild boars. D: 6 minutes.

Pass-Wall: Creates a human-sized passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.

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

Telekinesis: Moves object by mental power. Up to 20 pounds/caster level. R: 120 feet D: 1 hour.

Telepathic Link: Caster forms a telepathic contention with up to one other willing intelligent being/3 caster levels. Those so linked can communicate via mental speech regardless of distance (upon the same plane). Mental or Psionic attacks on one member of the link does not effect others. R: touch. D: 1 hour/caster level.

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

Wall of Iron: Creates a wall of iron in any shape. 1000 square feet (3 inches thick). R: 60 feet. D: 2 hours.

Wall of Stone: Creates a wall of stone in any shape. 1000 square feet (2 inches thick). R: 60 feet. D: until destroyed or dispelled.

6th Level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.

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

Death Spell: Kills 2D8 beings with less than 7 hit dice with a 60 foot radius. R: 240 feet. D: instant but effect permanent.

Disintegrate: Makes one creature or non-magical object vanish, turning it to fine dust. R: 60 feet. D: permanent.

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

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

Legend Lore: A complex process taking 1d100 days allows caster to gain knowledge of a legendary person, place, or thing. Information is accurate but may be in a cryptic form. R: caster.

Lower Water: Lowers bodies of water 50%. R: 240 feet. D: 10 turns.

Mind Meld: As for Telepathic Link, but members of the link always know the thoughts of the others in the link. Spells known by any link member may be used by any link member able to cast spells (using his own HP). Communication is at the speed of thought. R: touch. D: 1 hour/caster level.

Monster Summoning IV: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 gargoyle, 2: 1 ogre, 3: 1 owlbear, 4: 1 shadow, 5: 1 werewolf, 6: 1 wraith. D: 6 minutes.

Move Earth: Move small hills, dig ditches and moats, other surface features, etc. Land moves at 6 feet per minute. R: 240 feet. D: permanent.

Part Water: Parts bodies of water up to 10 feet deep. R: 240 feet. D: 1 hour.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 1 hour.

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

Repulsion: Any being trying to move toward spell target finds itself moving away instead. R: 120 feet. D: 1 hour.

Stone-Flesh: Turns subject into a stone statue (or vice versa). R: 120 feet. D: permanent.

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 cubic area of 30 feet on a side 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.

Mind Link: Similar to Mind Meld, but members of the link form a group mind sharing all thoughts, senses, knowledge and skills. Link members can freely use each others HP, class abilities, senses, etc. (subject to common sense aka GM approval). Mental or psionic attacks targeting one member, target all. Likewise, the mental or psionic defenses of one member protect all. It is almost like one mind inhabiting several bodies. R: touch. D: 1 hour/caster level.

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 Efrete, 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 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.

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: 1Purple 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.

Magic Aura: Alters item's aura so that it appears to detection magic as though it were non-magical or the subject of a spell you specify. Identify Spell will reveal the false aura. Limited effect on very powerful items. R: touch D: 1 day/caster level.

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if the target believes illusion. R: 240 feet.

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

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 90 feet. D: 50 minutes.

Wall of Fog: Creates an opaque wall of rolling, boiling fog with no other effect than blocking vision. Wall lasts as long as caster concentrates on it. R: 160 feet.

2nd Level

Blindness: Causes the target to become blind (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

Blur: Caster's appearance is blurred, making -2 on being hit, and +2 on saves vs. magic. R: self. D: 10 times 1d4+4 minutes.

Deafness: Causes the target to become deaf (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

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

Dispel Illusion: Automatically dispels any illusion caused by a non-Illusionist. Versus those created by Illusionists, it functions like Dispel Magic. R: 120.

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. D: as long as caster concentrates plus 1d6+3 turns afterwards. Range: 120 feet.

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.

Misdetection: cause a detect spell (Detect Good, Evil, Magic, etc.) to malfunction. (Magic Attack vs. Spell's DC for success) R: 120 feet. D: instant but effects permanent.

Phantom Trap: Makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. R: touch: D: permanent.

Rope Trick: Caster tosses rope into the air. It hangs there. Caster and up three others can climb rope into a hidden pocket

dimension at top. Rope can be pulled up or left out. R: rope
toss. D: 60 minutes + 10 minutes/caster level.

3rd Level

Continual Darkness: Magical darkness which even blocks infravision and darkvision within a circle with 120 ft radius until dispelled. R: 120 feet.

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

Dispel Exhaustion: This spell temporarily gives its recipient the illusion of being well rested and healthy, restoring the target to full hit points, but the target will be totally exhausted and unable to do anything for 8 hours when the spell expires. If the target has taken body damage, the target immediately suffers an additional 1d2 points of body damage. D: 4 hours

Displacement: Target appears to be about 2 feet away from its true location. Attacks on target automatically miss 50% of the time and are at -2 to hit the rest of the time. R: touch. D: 1 minute/caster level.

Fear: Causes creatures who fail their saving throw to flee fear. Affect 4d10 1st level types, 3d10 second level types, 2d10 3rd level types, 1d10 4th level types, 1d6 5th level types, 1d4 6th level types. R: 180 feet. D: 10 times 1d6+level minutes.

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

Illusionary Script: Allows the caster to write in a script which can only be read by whom the caster sets it to be read by (like Magic Mouth), any others who attempt to read it must save vs. magic or be confused for 6d10 minutes. One spell is suitable for a full page per level of the caster of writing.

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

Non-Detection: Prevents Detection spells from working against the target using it and acts like an Amulet vs. ESP and Crystal Balls. R: touch. D: 20 minutes/caster level.

Paralyzation: Paralyzes twice as many hit dice as the caster's level. R: 180 feet. D: until dispelled or caster removes it.

Phantasmal Killer: Creates an illusionary horrible beast formed from the target's own fears whose touch causes death. The beast is visible only to the target and is immune from all attacks and barriers as it exists only in the target's mind. Target must save vs. magic twice. If the target fails one save, he is unconscious for 1d6 hours. If both saves fail, the target is dead. Range: 60 feet.

Spectral Forces: As Improved Phantasmal Forces, but includes sound, smell and temperature illusions. Spectral Forces are not destroyed by touch and they last up to 50 minutes after the caster has stopped concentrating. R: 360 feet.

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

4th Level

Arcane Magic: Learning this spell allows the Illusionist to learn and use all 1st level magic-user spells. He must seek these spells in the same manner as a magic-user. They are considered 4th level spells for casting cost purposes.

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

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

Illusory Wall: Creates the illusion of a wall, floor, ceiling, or similar surface which appears real when viewed, but physical objects pass through without difficulty. Detection abilities that

do not require sight work normally. Touch or a probing search reveals the true nature, but does not cause the illusion to disappear. R: 30 feet. D: permanent.

Improved Invisibility: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until 1d4+caster level minutes after the first attack is made by one under this spell.

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

Minor Creation: Allows the caster to create materials up to a hardness comparable to wood (much like a Djinn). The total amount of weight an illusionist may create in a day equals 5 pounds times the caster's level. R: touch. D: 4 + level days (longer for softer materials).

Rainbow Pattern: A pattern that the Illusionist projects in front of him that will hold anyone looking at the pattern motionless. It can catch 8d6 1st level types, 6d6 2nd level types, 4d6 3rd or 4th level types, 2d6 5th or 6th level types, or 1d6 7th or 8th level types. D: as long as caster concentrates plus 1d6+3 turns afterwards. Range: 120 feet.

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

Shadow Magic: This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 4 caster levels) or Death Spell (Affects 1d8 creatures of 1 HD). R: as original spell D: instant but effects permanent.

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

5th Level

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

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

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

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

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

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

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 1 hour.

Shadow Magic II: This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 2 illusionist levels) or Death Spell (Affects 1d8 creatures of up to 2 HD). *Shadow Monsters II:* This spell allows the caster to conjure semi-real monsters. Monsters summoned have 40% the number of HD of the original (Original HP X 0.4. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 11, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 1.5 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level. *Summon Shadows:* Similar to an Invisible Stalker spell, but summons Shadows instead. The number of Shadows summoned is equal to 1 + 1 per level over 5. D: until mission completed.

6th Level

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

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

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

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

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

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

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

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

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 bay 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: 1hour.

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

Bless Water (Reversible): Turns 1 flask (1 pint)/caster level of water into holy water. R: touch. D: instant but effects permanent.

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

Detect Evil (Reversible): Reveals evil thoughts/intent or evil items. R: 120 feet. D: 1 hour.

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

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

Divine Guidance: +1 on one attack roll, saving throw, or skill check. Use of bonus must be announced before roll. R: touch. D: one minute/caster level.

Holy Weapon: Weapon gains +1 hit/damage bonus and is able to hit all creatures that can only be hit by magic weapons. R: touch. D: 1 minute/caster level.

Light (Reversible): object lights circle with 20 ft. radius, full daylight. R: 60 feet. D: 2 hours.

Protection from Evil (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 2 hours.

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

Remove Fear: Cancels fear effects or gives +4 on saves against fear for one subject + one per four levels. R: 30 feet. D: 10 minutes.

2nd Level

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

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

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

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

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

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 180 feet. D: 90 minutes.

Silence, 15' Radius:* Magical silence for 15 feet around target,

moving with target. No sound within area can be heard from outside it. R: 180 feet. D: 2 hours.

Snake Charm: 1d6 snakes/caster level charmed and will obey caster's commands. R: 60 feet. D: 20 + (1d4 x 10) minutes.

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

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

3rd Level

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

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

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

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

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

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

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

Speak with Dead: Ask three questions of a corpse. The age of corpse is determinative: Cleric under level 8: 1d4 days, level 9-14: 1d4 months, level 15+: any age. R: 10 feet. D: 3 questions.

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

4th Level

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

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

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

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

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

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

5th Level

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

2nd Level

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

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

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

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

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

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

Obscurement: A misty vapor arises near the druid. It is stationary once created. The vapor obscures all sight beyond 5 feet. The cloud covers 100 cubic feet per druid level. R: 20 feet. D: 10 minutes/caster level.

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

Speak with Animals: Can understand and speak with animals. R:

caster. D: 1 hour.

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

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

3rd Level

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

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

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

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

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

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

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

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

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

4th Level

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

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

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

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

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 ents are never fooled by this spell. R: 60 feet to forest edge. D: until dispelled.

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

Plant Door: Allows the druid to pass through thick/dense vegetation. This 3' X 6' "door" is usable only by the caster, but another druid or a dryad may follow. This spell may also be used to pass through solid tree trunks. The druid may decide to stay within the truck for up to the duration of the spell to hide from others. R: caster. D: 30 + 10/caster level minutes.

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

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

Speak with Plants: Can understand and speak with plants. R: 30

feet. D: 1 hour.

5th Level

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

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

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

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

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

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

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

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

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

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

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

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.

Weather Summoning: The druid may call for any weather desired, limited by the current season and climate. Extreme weather conditions may only be summoned by an 11th level druid. The altered weather is not under the control of the druid. It takes 3 + 5d4 - druid level 10 minute turns for the altered weather to arrive, but will be noticeable after 30 minutes. The duration of this spell varies according to the climactic changes brought about by the druid. A tornado may last a few turns, while torrential rains might last a few hours or day (GM's choice). R: 5 mile radius. D: variable.

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 feet 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 per caster level of the reversed version extinguishing magical fires of up to the normal area. Area: 3 square inches x caste level. 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.

Equipment

Many players prefer to select their equipment rather than use the standard quick packs. The GM may use these lists or GM created lists if the GM allows equipment selection.

Weapons	Range	MinSTR	Cost	Damage
Arrows (20)		--	1gp	—
Axe, throwing	10ft	--	8gp	M (1d6)
Battleaxe		13	10gp	H (1d8)
Bolts, crossbow (10)		--	1gp	—
Bullets, sling (10)		--	1sp	—
Club	10ft	11	—	M (1d6)
Crossbow, heavy	100ft	15	50gp	H (1d10)
Crossbow, light	80ft	13	35gp	M (1d8)
Dagger	20ft	--	2gp	L (1d4)
Dart	20ft	--	5sp	L (1d4)
Falchion		11	75gp	H (2d4)
Flail		13	8gp	H (1d8)
Flail, heavy		13	15gp	H (1d10)
Gauntlet		--	2gp	L (1d3)

Gauntlet, spiked	--	5gp	L (1d4)
Glaive-gisarme	13	18gp	H (1d8)
Greataxe	15	20gp	H (1d12)
Greatclub	13	5gp	H (1d10)
Greatsword	17	50gp	H (2d6)
Halberd	15	10gp	H (1d10)
Hammer, light	20ft --	1gp	L (1d4)
Handaxe	--	6gp	M (1d6)
Javelin	30ft	1gp	M (1d6)
Lance	15	10gp	H (1d8)
Longbow	90ft	13	75gp
Longbow, composite	100ft	13	100gp
Long Spear	13	5gp	H (1d8)
Longsword	13	15gp	H (1d8)
Mace, heavy	13	12gp	M (1d8)
Mace, light	--	5gp	L (1d6)
Morningstar	13	8gp	M (1d8)
Net	10ft --	20gp	—
Pick, heavy	13	8gp	M (1d6)
Pick, light	--	4gp	L (1d4)
Quarterstaff	--	—	L (1d6)
Rapier	11	20gp	L (1d6)
Scimitar	11	15gp	M (1d6)
Scythe	11	18gp	H (2d4)
Shield, heavy	15		M (1d4)
Shield, light	13		L (1d3)
Short bow	50ft	10	30gp
Short bow, composite	60ft	10	75gp
Short Spear	15ft	10	1gp
Sickle	11	6gp	M (1d6)
Sling	50ft --	—	L (1d4)
Sword, bastard	15	35gp	H (1d10)
Sword, short	10	10gp	M (1d6)
Trident	10ft	13	15gp
War Axe, Dwarven	15	30gp	H (1d10)
War Hammer	13	12gp	H (1d8)
Whip	--	1gp	L (1d3)

Armor

Leather	10 gp	L (+2)
Studded leather	25 gp	L (+3)
Scale mail	50 gp	M (+4)
Chain mail	150 gp	M (+5)
Splint mail	200 gp	M (+6)
Half-plate	600 gp	H (+7)
Full plate	1,500 gp	H (+8)
Shield, Buckler	15 gp	+1
Shield, light wooden	3 gp	+1
Shield, light steel	9 gp	+1
Shield, heavy wooden	7 gp	+2
Shield, heavy steel	20 gp	+2

Goods

Backpack (empty)	2 gp
Bedroll	1 sp
Blanket, winter	5 sp
Block and tackle	5 gp
Bottle, wine, glass	2 gp
Caltraps (covers 5 ft. sq.)	1 gp
Candle	1 cp
Canvas (sq. yd.)	1 sp
Case, map or scroll	1 gp
Chalk, 1 piece	1 cp
Chest (empty)	2 gp
Crowbar	2 gp
Fishhook	1 sp
Fishing net, 25 sq. ft.	4 gp
Flask (empty)	3 cp
Flint and steel	1 gp
Grappling hook	1 gp
Hammer	5 sp
Ink (1 oz. vial)	8 gp
Inkpen	1 sp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp

Cost Bonus

Mirror, small steel	10 gp
Oil (1-pint flask)	1 sp
Paper (sheet)	4 sp
Parchment (sheet)	2 sp
Pick, miner's	3 gp
Piton	1 sp
Pole, 10-foot	2 sp
Pouch, belt (empty)	1 gp
Rations, trail (per day)	5 sp
Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack (empty)	1 sp
Sealing wax	1 gp
Sewing needle	5 sp
Signal whistle	8 sp
Signet ring	5 gp
Spade or shovel	2 gp
Spyglass	1,000 gp
Tent	10 gp
Torch	1 cp
Vial, ink or potion	1 gp
Waterskin	1 gp

Mounts/Animals

Bit and bridle	2 gp
Dog, guard	25 gp
Dog, riding	150 gp
Donkey or mule	8 gp
Feed (per day)	5 cp
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Warhorse, heavy	400 gp
Warhorse, light	150 gp
Warpony	100 gp
Saddle, Military	20 gp
Saddle, Pack	5 gp
Saddle, Riding	10 gp
Saddlebags	4 gp

Cost

Notes on "Old School" Play

While Microlite75 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?

As mentioned in the Introduction, 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 course of action 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:

No Skills: Unlike most modern RPGs, there aren't any skills in Microlite75, 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 Microlite75. 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.

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. Microlite75 takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

Forget "Rules Mastery": 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 Microlite75 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, not just on 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. Microlite75 is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

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 with 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 investment 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.

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Many Microlite gamers know that Randall Stukey, the author of Microlite74 and Microlite75 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.

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- 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. Like the digest-sized version of Microlite74 1.1, the artwork is by Håkan Ackegård. Unlike that first attempt at a digest-sized edition, the pages in this edition are numbered and there is a table of contents. 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.

A copy of the Microlite75 Special Edition will also be available to donors as soon as Microlite75 Special Edition for donors is produced. To get access to these downloads, 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:

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Microlite75

Microlite75, 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 Microlite75, however, is to recreate the style and feel of the early editions of the world's most popular fantasy roleplaying game published in the 1970s and early 1980s – but with a few modern ideas and additions that fit the early edition spirit.

The rules are based on the 1974 0e edition with its supplements and material from 0e magazine articles, some 0e third party material, some of the house rules the author used in the 1970s, and selected ideas from other roleplaying games. 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.

This is the Characters & Magic book for Microlite75. It contains the complete basic rules and the equipment and spells lists. For many campaigns, this booklet contains everything a player needs to know. The Options & Monsters book contains a large number of optional rules a GM might elect to include in a campaign as well as monster lists and other GM-oriented information. This book includes:

- Simple Character Creation Rules: Roll 4 attributes and select a race, class, background, and alignment.
- Standard Classes: Fighter, Ranger, Paladin, Monk, Magic-User, Illusionist, Cleric, Druid, and Thief
- Simple and fast-playing combat system that tracks physical damage (aka body points) separately from luck/skill/fatigue (aka hit point) damage.
- Hit points recover with a night's rest. Spells cost hit points to cast. Actual wounds recover more slowly.
- Rules for hirelings, monster reactions (not every monster wants to fight), morale (not every monster fights to the death), and more.

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