

Microlite74, like its parent game, Microlite20, is a trimmed-down, sub-miniature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal of Microlite74, however, is to recreate the style and feel of that very first ("Oe") fantasy roleplaying game published back in 1974.

The Rules

Stats

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

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

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

Races

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

Dwarves can be Fighters, max level 6.

Special Abilities: +4 to magic saves; note slanting passages, traps, shifting walls and new construction in underground settings (D20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Elves can be Fighters or Magic-Users, max level 8.

Special Abilities: Can switch between classes between adventures and can use magic armour and magic weapons when acting as a Magic-User; +2 to hit and damage goblinoid monsters; note secret/hidden doors (D20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

Halflings can be Fighters, max level 6.

Special Abilities: +4 to magic saves; +2 to hit and damage with slings and light bows; can blend in background (D20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do).

Classes

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

Fighters wear any kind of armour or weapon and may use shields. *Physical Combat Bonus* is level/2, round up. Experience Base is 20. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter.

Magic-Users wear no armour and can only use daggers or staves as weapons. *Physical Combat Bonus* is level/4, round up. Experience Base is 20. They cast arcane spells.

Clerics can wear light or medium armour and use shields, but cannot use edged weapons. *Physical Combat Bonus* is level/3, round up. Experience Base is 20. They cast divine spells. A Cleric can Turn Undead with a successful Magic Attack. DC is 10 + twice the Hit Dice of the undead. One undead flees per point over the roll needed. This can be used (2 + Level + MIND bonus) times per day.

Skills

There are no skills in Microlite74. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation. If the GM decides a random success chance is truly needed, roll 1D20 + level if the character is attempting something directly related to their class, 1d20 + (level/2, round up) otherwise. Roll higher than the GM assigned Difficulty Class to succeed.

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

addition to any languages known by race).

Saving Throws: Note that there are no separate "saving throws" in this game: roll d20 and add your STR bonus + your level, DEX bonus + your level, or MIND bonus + your level as the GM determines against a GM set Difficulty Class (DC). For example, saving versus a spell would generally use MIND, saving versus a dragon's breath attack would generally use DEX, etc.

Magic

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

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

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

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

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from first upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

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

Combat

Hit Points = 6 + 1d6/Level. If HP reach 0, the character is unconscious and near death. Further damage directly reduces STR. If that reaches 0, the character is dead.

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.

Initiative: Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. 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.

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

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

Fighters can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighters 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.

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

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

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.

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

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character's level by one, the character may regain the level normally via experience.

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 armour 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 armour and weapons their employers provide. Minimum pay: 1 GP/day and 1/10 a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Monsters

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

Other Hazards

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

Level Advancement

Characters get Experience Points (XP) when their party defeats monsters. Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.:

1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc. Add +1 or +2 XP (GM's discretion) if the foes have dangerous special abilities.

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

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns 1 XP for each 100gp so spent.

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

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

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

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

Example: Four newly minted second level adventurers have just completed a dungeon adventure. They each need 40 XP to reach third level. Their expedition was extremely successful. They defeated 22 XP worth of monsters and earned 7 XP from traps and other GM specials for a total of 29 XP each. The party's cleric earned 4 XP for great roleplaying while risking her life to save the party from an angry spirit. The party also found and recovered 2900gp in treasure from the dungeon. That's 725gp each. The cleric decides to donate the entire sum to her temple, and earn 7 more XP. This gives her 40 XP. She goes up to third level and her XP total is reset to 0. The other party members have 29 XP each.

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:

Fighter: Vial of holy water, medium armour (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces
Magic-User: Spellbook with all spells known and 5 gold pieces
Cleric: Silver holy symbol, light armour (AC +2), a one handed weapon + shield, and 5 gold pieces

Optional Rules

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

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

Encumbrance: Characters can carry twelve (plus STR bonus) items in addition to armour, 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.

Energy Drain: If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Supplement I Spells: Spells marked with an asterisk after their name in the spell lists are from the first supplement to Oe. GMs wanting to run a more pure Oe campaign may want to disallow these spells.

Oe Conventions

Almost any material you come across for Oe or other early editions of the world's most popular roleplaying game can be used in Microlite74 with little modification. However, there are some descriptive conventions that Oe used that may need explanation.

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

Movement/Distance Conventions: Oe gave distances in inches. When underground or in buildings or the like, one inch equalled 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.

Microlite74 Spell Lists

Arcane (Magic-User) Spells

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

1st Level

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

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

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

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

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

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

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

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

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

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

GM's discretion.

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

2nd Level

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

3rd Level

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

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

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

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

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

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

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

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

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

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

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

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

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

*Rope Trick**: Caster tosses rope into the air. It hangs there. Caster and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/level.
Slow Spell: Subjects (up 24 beings in a 60 foot radius of target) slowed by 50%. (Counters Haste) R: 240 feet. D: 30 minutes.
*Suggestion**: Caster makes 1-2 sentence hypnotic suggestion to target. If save failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.
Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 60 feet.
Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.
Dimension Door: Teleports subject a short distance (up to 360 feet). D: instant. R: 10 feet.
*Fear**: 240 ft cone of fear (120 ft width at far end) extends from caster. Creatures within must save or flee in fear/horror for 1 hour. R: as above. D: 1 hour of fear.
Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet.
*Ice Storm**: 30 foot cubic vortex of ice, snow, and hail appears doing 5d6 damage to all within. R: 120 feet. D: 1 minute.
Massmorph: Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.
*Monster Summoning II**: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d2 hobgoblins, 2-1d2 zombies, 3-1d2 gnolls, 4-1d2 bugbears, 5-1d6 orcs, 6-1d6 skeletons. D: 6 minutes.
Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.
Polymorph Others: Change another into another being. Change is complete and includes gaining special abilities and mind of creature. R: 60 feet. D: until dispelled.
Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 60 + 60/level minutes.
Remove Curse: Frees subject from a curse. R: touch. D: instant but effects permanent.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level. Wall lasts as long as caster concentrates on it. R: 60 feet.
Wall of Ice: Creates wall of ice with 15 hp +1/level. Wall lasts as long as caster concentrates on it. R: 60 feet.
Wizard Eye: Allows sending an invisible eye up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 1 hour.

5th Level

Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.
Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, 1d6 per level over 8. R: GM discretion. D: permanent.
Cloudkill: creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.
Conjure Elemental: Conjures one 16 HD elemental who will serve the caster until dispelled/dismitted/caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.
Contact Higher Plane: Lets Caster ask yes/no question of other planar entity, 1 question per level. Chance of correct answer 5% per level, maximum 95%.
Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.
Hold Monster: As Hold Person, but any creature. R: 120 feet. D:

1 hour plus 10 minutes/level.
Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs DC of (10 + MIND bonus + target level or hit dice). New save every level days. Duration: until dispelled or caster ends spell.
*Monster Summoning III**: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d4 bugbears, 2-1d2 harpies, 3-1d2 ochre jellies, 4-1d2 wererats, 5-1d2 wights, 6-1d2 wild boars. D: 6 minutes.
Pass-Wall: Creates a human-sized passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.
Rock-Mud: Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days.
Telekinesis: Moves object by mental power. Up to 20 pounds per level. R: 120. feet D: 1 hour.
Teleport: Instantly transports subject up to 100 miles/level. Caster must know target location exactly.
Wall of Iron: creates a wall of iron in any shape. 1000 square feet (3 inches thick). R: 60 feet. D: 2 hours.
Wall of Stone: Creates a wall of stone in any shape. 1000 square feet (2 inches thick). R: 60 feet. D: until destroyed or dispelled.

6th Level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.
Control Weather: Caster can adjust weather. D: GM decision.
Death Spell: Kills 2D8 beings with less than 7 hit dice with a 60 foot radius. R: 240 feet. D: instant but effect permanent.
Disintegrate: Makes one creature or non-magical object vanish, turning it to fine dust. R: 60 feet. D: permanent.
Geas: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.
Invisible Stalker: Summons an invisible stalker, an extra-dimensional monster, under the control of the Magic-User who may give it a single mission which it will carry out until it is finished.
*Legend Lore**: A complex process taking 1d100 days allows caster to gain knowledge of a 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.
*Monster Summoning IV**: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1 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.

Divine (Cleric) Spells

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

1st Level

Cure Light Wounds (Reversible): Cure 1d6+1 hit points of wounds. R: touch. D: instant but effects permanent.
Detect Evil (Reversible): Reveals evil thoughts/intent or evil items. R: 120 feet. D: 1 hour.
Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.
Light (Reversible): object lights circle with 20 ft radius, full daylight. R: 60 feet. D: 2 hours.
Protection from Evil (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R:

shell around caster. D: 2 hours.

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

2nd Level

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

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

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

*Silence, 15' Radius**: Magical silence for 15 feet around target, moving with target. No sound within area can be heard from outside it. R: 180 feet. D: 2 hours.

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

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

3rd Level

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

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

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

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

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

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

4th Level

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

Cure Serious Wounds (Reversible): Cures 3d6+3 hit points from wounds. R: touch. D: instant but effects permanent.

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

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

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

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

5th Level

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

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

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

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

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

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

Monsters

AC=Armour; HD=Hit Dice; AT=Attacks; S=Special Abilities
Undead Immunities=Immune to sleep, charm, fear, paralysis

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

ANKHEG: AC: 16 HD: 5d6 AT: bite+5 (2d6) S: Squirt acid (3d6).

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

BANSHEE: AC: 20 HD: 7d6 AT: claw+7 (1d6) S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments.

BASILISK: AC: 15 HD: 6d6 AT: bite +6 (1d6) S: petrifies onlookers.

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

BLACK PUDDING: AC: 13 HD: 10d6 AT: slam +10 (2d6) S: immune to everything but fire, divides when hit.

BLINK DOG: AC: 14 HD: 6d6 AT: bite +6 (1d6) S: teleports, hate coeurls.

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

BROWN HULK: AC: 17 HD: 8d6 AT: claws or bite +8 (2d6) S: burrows through rock, eyes cause confusion.

BUGBEAR: AC: 14 HD: 3d6 AT: weapon +3 (1d6) S: surprise foes on a 1-3.

CATOBLEPAS: AC: 12 HD: 6d6 AT: tail +6 (1d3 + stun) S: gaze (save vs death).

CARCASS CREEPER: AC: 16 HD: 3d6 AT: tentacles +3 (paralysis) S: walk on walls and ceilings.

CENTAUR: AC: 14 HD: 4d6 AT: kick or weapon +4 (1d6)

CENTPEDE, GIANT: AC: 14 HD: 4d6 AT: bite +4 (1d6) S: poison (1d6 DEX).

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

COCKATRICE: AC: 13 HD: 5d6 AT: bite +5 (1d6) S: petrifying bite.

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

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

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

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

DJINN: AC: 15 HD: 7d6 AT: fist or weapon +7 (2d6) S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.

DOPPELGANGER: AC: 14 HD: 4d6 AT: claw +4 (1d6) S: imitate humanoids, immune to sleep and charm. +5 on magic saves.

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

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

DRAGON, BRASS: AC: 17 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (2d6) S: flies, breathes cloud of sleep or fear gas.

DRAGON, BRONZE: AC: 17 HD: 9d6 AT: 2 claws +9 (1d6), bite +9 (3d6) S: flies, breathes lightning (9d6) or repulsion.

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

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

DRAGON, GOLD: AC: 19 HD: 11d6 AT: 2 claws +11 (1d6), bite +11 (3d6) S: flies, breathes cloud of poisonous gas or cone of fire (11d6), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, RED: AC: 17 HD: 10d6 AT: 2 claws +10 (1d6), bite +10 (3d6) S: flies, breathes cone of fire (10d6), uses magic as MU of level 1 to 6 (by age -2), assume human form.

DRAGON, SILVER: AC: 18 HD: 10d6 AT: 2 claws +10 (1d6), bite +10 (3d6) S: flies, breathes cloud of poisonous gas or cone of cold (10d6), uses magic as MU of level 1 to 8 (by age), assume human form.
 DRAGON, WHITE: AC: 17 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: flies, breathes cone of cold (6d6).
 DRYAD: AC: 14 HD: 2d6 AT: none S: charm.
 DWARF: AC: 15 HD: 1d6+1 AT: warhammer +1 (1d6) S: standard dwarf abilities.

EFREET: AC: 16 HD: 10d6 AT: slam +10 (2d6) S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons.
 ELEMENTAL, AIR: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: whirlwind, extra damage against foes in the air.
 ELEMENTAL, EARTH: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: tear down stone, extra damage against foes standing on the ground (1d6).
 ELEMENTAL, FIRE: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: ignite materials.
 ELEMENTAL, WATER: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: overturn boats, extra damage against swimming foes (1d6).

ELF: AC: 14 HD: 1d6+1 AT: sword or longbow (1d6) S: standard elf abilities.
 EYE GLOBE: AC: 17 (Eye Stalks: 15) HD: Body 40 HP, Eye Stalk 10 HP each AT: 1d4 eyes S: floats about; large body eye generates anti-magic ray; 12 smaller eyes do: 1-charm person ray, 2-charm monster ray, 3-death ray, 4-2d6 damage ray, 5-sleep ray, 6-telekenesis ray, 7-slow ray, 8-fear ray, 9-stoning ray, 10-disintegration ray, 11-turn/control undead ray, 12-mind reading ray.
 GARGOYLE: AC: 14 HD: 4d6 AT: claws or bite +4 (1d6), horns +4 (1d6) S: fly.
 GELATINOUS CUBE: AC: 11 HD: 4d6 AT: slam +4 (2d6) S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4.
 GHOUL: AC: 13 HD: 2d6 AT: claws or bite +2 (1d6) S: undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours.

GIANT, CLOUD: AC: 17 HD: 13d6 AT: weapon +13 (3d6) or hurl rocks +13 (3d6) S: only surprised on a 1.
 GIANT, FIRE: AC: 16 HD: 12d6 AT: weapon +12 (2d6) or hurl rocks +12 (2d6) S: immune to fire.
 GIANT, FROST: AC: 15 HD: 11d6 AT: weapon +11 (2d6) or hurl rocks/ice +11 (2d6) S: immune to cold.
 GIANT, HILL: AC: 15 HD: 8d6 AT: weapon +8 (2d6) or hurl rocks +8 (2d6)
 GIANT, STONE: AC: 20 HD: 9d6 AT: stone club +9 (2d6) or hurl rocks +9 (2d6)

GIANT, STORM: AC: 18 HD: 16d6 AT: weapon +16 (3d6) or hurl rocks +16 (3d6) S: control weather.
 GNOLL: AC: 14 HD: 2d6 AT: weapon +2 (1d6)
 GOBLIN: AC: 12 HD: 1d6-1 AT: weapon +1 (1d6) S: -1 to hit in sunlight.
 GOLEM, FLESH: AC: 10 HD: 12d6 AT: fists +12 (1d6) S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.
 GOLEM, IRON: AC: 16 HD: 13d6 AT: fists or weapon +13 (1d6) S: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

GOLEM, STONE: AC: 14 HD: 16d6 AT: fist +15 (1d6) S: Unaffected by +2 or lesser weapons, slowed by fire, healed/damages by rock to mud, immune to most magic.
 GORGON: AC: 17 HD: 8d6 AT: gore +8 (2d6) S: breathes petrifying gas.
 GREEN SLIME: AC: n/a HD: n/a AT: organics and metal turn to green slime if touched S: killed by cold or fire. Cure Disease stops transformation to green slime.
 GREY OOZE: AC: 12 HD: 3d6 AT: strike +3 (1d6) S: acid. destroys armour in one round, deals automatic damage after the first hit, immune to blunt/crushing attacks, spells, fire and cold.
 GRIFFON: AC: 16 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (2d6) S: flies.

HARPY: AC: 12 HD: 3d6 AT: talons or weapon +3 (1d6) S: flies, siren-song (Charm person).
 HELL HOUND: AC: 15 HD: 5d6 AT: bite +5 (1d6) S: breathe fire (10 HP damage)
 HIPPOGRIFF: AC: 14 HD: 3d6 AT: 2 claws +3 (1d6), bite +3 (1d6) S: flies.
 HOBGOBLIN: AC: 14 HD: 1d6+1 AT: weapon +1 (1d6)
 HORSE, RIDING: AC: 12 HD: 2d6 AT: bite or kick +2 (1d6)

HORSE, WAR: AC: 12 HD: 3d6 AT: bite +3 (1d6) or kick +3 (2d6)
 HUMAN, BANDIT/SOLDIER: AC: 12 HD: 1d6 AT: weapon +1 (1d6)
 HUMAN, BERSERKER: AC: 12 HD: 1d6+2 AT: weapon +1 (1d6) Special Berserking (+2 to hit)
 HUMAN, COMMON MAN: AC: 11 HD: 1d6-2 AT: weapon +0 (1d6)
 HUMAN, SERGEANT-AT-ARMS: AC: 14 HD: 3d6 AT: weapon +3 (1d6)

HYDRA: AC: 14 HD: 5-12d6 AT: 5-12 bites +HD (1d6) S: 1 HD per head, 20% chance fire-breathing or regenerating.
 INVISIBLE STALKER: AC: 16 HD: 8d6 AT: 1 bite +8 (1d6) S: flies, invisible.
 KOBOLD: AC: 13 HD: 1d3 AT: weapon +0 (1d6)
 LEPRECHAUN: AC: 11 HD: 1d3 AT: theft, magic S: invisible, polymorph non-living objects, illusions and ventriloquism at will; steal small valuable item (75% successful, 25% chance if dropping per turn chased), 80% magic resistant, never surprised.
 LICH: AC: 20 HD: 12-18d6 AT: touch +HD (1d6) S: undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD, Magic-User or cleric level equals hit dice.

LIZARDMAN: AC: 14 HD: 2d6+1 AT: claws or weapon +2 (1d6) S: breathe underwater.
 LURKER RAY: AC: 13 HD: 10d6 AT: wing smother +10 (1d6) S: those hit take 1d6 damage/turn and smother in 1d6 turns.
 LYCANTHROPE, WEREBOAR: AC: 17 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (1d6) S: lycanthropy, extra 2d6 damage if both claws hit.
 LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d6 AT: tusks +6 (1d6) S: lycanthropy, attack +6 instead of +4 because of rage.
 LYCANTHROPE, WERERAT: AC: 13 HD: 3d6 AT: bite or weapon +3 (1d6) S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d6 AT: 2 claws +5 (1d6), bite +5 (2d6) S: lycanthropy, surprise foes on a 1-4.
 LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d6 AT: bite +4 (2d6) S: lycanthropy.
 MANTICORE: AC: 15 HD: 6d6 AT: claws +6 (1d6) or bite +6 (2d6) S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.
 MEDUSA: AC: 14 HD: 6d6 AT: weapon +6 (1d6) S: onlookers turn to stone, hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.
 MERMAN: AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: breathe water, swim.

MINOTAUR: AC: 13 HD: 6d6 AT: weapon or Head gore +6 (1d6) S: never lost in mazes.
 MUMMY: AC: 16 HD: 6d6 AT: touch +6 (1d6) S: mummy rot curse if hit (no more healing), undead immunities, hit only by magic weapons (for half damage), spells, and fire.
 NAGA, GUARDIAN: AC: 14 HD: 12d6 AT: bite +12 (1d3 + poison), spit +12 (30 range, poison), constrict +12 (1d6/rd until freed) S: spells as 6th level Cleric.
 NAGA, SPIRIT: AC: 14 HD: 10d6 AT: bite +10 (1d3 + poison), S: spells as 6th level Cleric and 7th level Magic-User, gaze (permanent charm).
 NAGA, WATER: AC: 14 HD: 8d6 AT: bite +10 (1d3 + poison), S: spells as 5th level Magic-User (no fire or lightning).

NIXIE: AC: 12 HD: 1d6 AT: weapon +1 (1d6) S: swims, charm.
 OCHRE JELLY: AC: 11 HD: 6d6 AT: acid strike +6 (1d6) S: a hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage.

OGRE: AC: 14 HD: 4d6 AT: weapon +4 (1d6+2)
 OGRE MAGE: AC: 15 HD: 5d6 AT: weapon +5 (2d6) S: flies, magic use (turn invisible, darkness 10' radius, sleep, charm person, cone of frost).
 ORC: AC: 13 HD: 1d6 AT: weapon +1 (1d6)

OWLBEAR: AC: 14 HD: 5d6 AT: 2 claws or bite +5 (1d6) S: hug for additional 2d6 if both claws hit.
 PEGASUS: AC: 13 HD: 4d6 AT: hooves +4 (1d6) S: flies.
 PIXIE: AC: 12 HD: 1d6 AT: weapon +1 (1d6) S: flies, charm, naturally invisible.
 PURPLE WORM: AC: 13 HD: 15d6 AT: bite or sting +15 (1d6) S: poison sting (1d6 STR), swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every round.
 RAT, GIANT: AC: 12 HD: 1d6 AT: bite +1 (1d3) S: 1 in 20 chance of disease from bite.

RAT, MONSTROUS: AC: 13 HD: 3d6 AT: bite or claws +3 (1d6) S: 1 in 20 chance of disease from bite.
 ROC: AC: 15 HD: 12d6 AT: claws or bite +12 (3d6) S: flies
 RAKSHASA: AC: 23 HD: 7d6 AT: claws, bite or weapon +7 (d6) S: spells as 1d3 level Magic-User and 1st level cleric, immune to non-magic weapons, below +3 weapons do 50% damage, blessed crossbow bolt kill instantly.
 RUST MONSTER: AC: 17 HD: 5d6 AT: touch +5 (special) S: touch of (or touching) the rust monster causes metal items to turn to rust.
 SALAMANDER: AC: 15 HD: 7d6 AT: touch or constrict +8 (1d6) S: heat does 1d6 to nearby creatures, immune to fire.

SEA SERPENT: AC: 17 HD: 30d6 AT: bite +15 (4d6) S: swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.
 SHADOW: AC: 12 HD: 3d6 AT: touch +3 (1d6) S: drains 1 STR per hit, hit only by magical weapons, immune to charm and sleep spells, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow.
 SKELETON: AC: 12 HD: 1d6 AT: weapon or strike +1 (1d6) S: undead immunities.
 SLUG, GIANT: AC: 11 HD: 12d6 AT: bite +12 (1d6) S: spits acid (2d6).
 SNAKE, CONSTRICTOR: AC: 14 HD: 2d6, AT: constriction (1d3) S: On successful attack, automatic 1d3 damage thereafter until dead.

SNAKE, GIANT CONSTRICTOR: AC: 14 HD: 6 AT: constriction +4 (1d6) S: On successful attack, automatic 1d6 damage thereafter until dead.
 SNAKE, GIANT VIPER: AC: 14 HD: 4d6 AT: bite +4 (1d3 + poison) S: Poison bite.
 SNAKE, VIPER: AC: 14 HD: 1d6 AT: bite +1 (1hp + poison) S: Poison bite.
 SPECTRE: AC: 17 HD: 7d6 AT: touch +7 (1d6) S: undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.
 SPIDER, GIANT: AC: 13 HD: 2d6+2 AT: bite +2 (1d6) S: bite causes paralysis via poison, surprise on 1-5.

STIRGE: AC: 12 HD: 1d6 AT: sting +1 (1d6) S: attaches on a hit and will deal 1d6 automatically damage every round.
 TREANT: AC: 17 HD: 10d6 AT: strike +10 (3d6) S: Control trees and can make them move and attack.
 TICK, GIANT: AC: 15 HD: 3d6 AT: bite+3 (1d6) S: attaches on a hit and will deal 1d6 damage automatically every round.
 TITAN: AC: 22 HD: 16d6 AT: weapon+15 (2d6) S: Spells.
 TOAD, GIANT: AC: 12 HD: 2d6 AT: bite +2 (1d6) S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue.

TROLL: AC 15 HD: 6d6 AT: claws +6 (1d6) S: regenerate 3 hp per round (except acid or fire damage).
 UNICORN: AC: 17 HD: 5d6 AT: hoofs or horn +5 (1d6) S: double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease.
 VAMPIRE: AC: 17 HD: 9d6 AT: bite +9 (1d6) S: undead immunities, hit only by magical weapons, regenerate 3 hp per

round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator.
 WAR DOG: AC: 12 HD: 2d6 AT: bite +2 (1d6)
 WIGHT: AC: 14 HD: 3d6 AT: claw +3 (1d6) S: undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wight.

WILL-O-THE-WISP: AC: 27 HD: 9d6 AT: shock +9 (1d6+4) S: flies.
 WOLF: AC: 12 HD: 2d6 AT: bite +2 (1d6)
 WORG: AC: 13 HD: 4d6 AT: bite +4 (2d6)
 WRAITH: AC: 16 HD: 4d6 AT: touch +4 (1d6) S: undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith.
 WYVERN: AC: 16 HD: 8d6 AT: bite or sting +8 (1d6) S: poison sting (1d6 STR), flies.

YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched S: if struck, 50% releases poisonous spore cloud, destroyed by fire.
 ZOMBIE: AC: 11 HD: 2d6 AT: weapon or strike +2 (1d6) S: undead immunities, always lose initiative.

Microlite74 Treasure

Here is a list of sample treasure items appropriate to a Microlite74 campaign. Maps to possible hoards of such treasures are also a common treasure item. Of course, any magic item you like from the SRD can be used, but higher powered items may be too powerful for most Microlite74 games.

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

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

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

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

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

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

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

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

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

Designer's Notes

While Microlite74 is designed using tried and true "D20" systems filtered through the Microlite20 rules (<http://microlite20.net/>), it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. Microlite74 isn't primarily a game of killing things; it's a game of exploration and treasure hunting.

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

Unlike most modern RPGs, there aren't any skills in Microlite74, not even the streamlined four skills of Microlite20. Players are intended to have their characters act like adventurers. So don't search your character sheet or the rules for the perfect solution in Microlite74. Instead, you just tell the GM what your character is trying to do. If you need to keep a door open or shut, tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

For more information on the differences between "old" style and "new" style play, read *A Quick Primer for Old School Gaming* by Matthew J. Finch. The *Quick Primer* description reads: "This booklet is designed for the modern-style gamer who's planning on taking the old-style rules for a trial run -- because open-ended rules like Oe are USED very differently than rules are used in modern systems."

In summary, Matt's article points out four major areas where the "old" style of play is different than the "new" style of play:

- **Rulings, Not Rules:** Old style play doesn't try to have rules for everything in the rulebook, instead the GM is supposed to make rulings as needed on the spot taking into account the specific circumstances. That is, rulings may not always set a precedent binding future play in all situations.
- **Player Skill, not Character Skill:** As mentioned above, in old style play the results of most non-combat actions depend more on player description and ideas than on character skills. Note, however, that player skill is not about "rules mastery" as it is in some newer games. Players don't need to be rules lawyers.
- **Heroic, not Superheroic:** Old style play, especially at low to mid levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a comic book superhero proud – and at first level yet.
- **Forget "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.

This summary does not do justice to Matt's article. You really need to read it yourself. It is not just for GMs, there is advice for players as well as for GMs. The *Quick Primer* is available as a free 13 page pdf download from Lulu: <http://www.lulu.com/content/3019374>.

Finally, remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite74 so please change anything you do not like.

Notes on the Revised Edition (aka Microlite74 2.0): In the eight months since Microlite74 was first released, many people have played the game and discovered a few problems (and found some better ways of doing things) and a Oe retro-clone has been released. This revised edition of Microlite74 will (hopefully) fix many of the problems players have discovered and increase compatibility with Oe and its retro-clones.

The spell and monster lists have been rewritten to make to make Microlite74 much more compatible with Oe and Oe retro-clones. Spell ranges and durations are much closer to Oe. Monsters use d6 for hit dice and generally do 1d6 damage. I've also tried to make these lists more complete and useful. Spells, for example, are now alphabetical within each level instead of a random hodgepodge. There is also more information on each monster's special abilities. Many more monsters and a few additional spells are included in the revised lists.

The normal Microlite20 bonus system used in the original Microlite74 worked fine for low level characters, but made mid and high level characters far too powerful for Oe monsters -- which lack the major power increases standard OGL/20 monsters have. Stat, combat, and some other bonuses have therefore been reduced to levels more appropriate for Oe and Microlite74. Starting hit points have also been slightly reduced.

Optional rules have been moved to their own section near the end of the main rules and two additional optional rules on removing demi-human class and level limits and on spells from Oe's first supplement have been added. For those less familiar with Oe, a short section on Oe conventions and a section on "Oe appropriate" treasure have been added.

Finally, many minor tweaks in wording or rules have been made to correct typos, make things clearer, or make GM rules modifications and future expansions easier.

Old School Games and Retro-Clones

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

What is a retro-clone? The OGL has allowed fans to recreate the rules of older, out of print editions of the world's most popular fantasy roleplaying game. These are usually called "retro-clones" because they are "clones" of the rules to older ("retro") editions of the world's most popular fantasy roleplaying game. PDFs of the original games are often available as well. Most retro-clones have free PDF versions and most have nicely bound printed copies available for a very reasonable price.

Oe and Retro-Clones

Oe: The Original Game

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

The original Oe booklets and supplements are available as PDFs for very reasonable prices. They can even be printed out and made into little booklets like the original. Oe items can also be found on eBay, but they are generally very expensive collectibles. PDFs of some excellent third party Oe adventures (and an excellent campaign setting) from the late 1970s are also available in PDF format. These adventures could easily be used with Microlite74 or a Oe retro-clone – and converted for use with any other early edition/retro-clone with only a little effort.

Swords & Wizardry

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

Swords & Wizardry is an OGL retro-clone of the 0e version from the mid-1970s, the same edition *Microlite74* is loosely based on. *Sword & Wizardry* is handy for complex spell and monster descriptions for use with *Microlite74* as well as a great game itself. The spell lists and monsters can be used as drop in replacements for those listed in *Microlite74*. There are two versions of this game. One uses just the material from the three LBB and the other uses selected material from the 0e supplements.

B/X and Retro-Clones

B/X: The Original Game

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

Unfortunately, the original B/X sets are not available in PDF. They can sometimes be found on eBay for reasonable prices. The revised version of this edition, the five box BECM1 edition, is available in PDF as are a very large number of excellent adventure and campaign modules. Many of these modules could be used with *Microlite74* or other B/X retro-clones with little modification -- and converted for use with any other early edition/retro-clone with only a little more effort.

Basic Fantasy Role-Playing Game

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

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

Labyrinth Lord

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

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

1e and Retro-Clones

1e: The Original Game

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

All of the original 1e rulebooks and adventures are available in PDF form at very reasonable prices. Many of these can also be found on eBay at good prices if you do not need collectible condition. 1e adventures and campaign settings could be converted for use with *Microlite74* or any other early edition/retro-clone without much work.

OSRIC

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

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

Other Games

Forward to Adventure!

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

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

Spellcraft & Swordplay

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

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

ZeFRS

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

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

Microlite20 Notes

Microlite20 is a trimmed down sub-miniature version of the OGL 3.5 SRD. In its most basic form, *Microlite20* has only two pages of rules but can be used with most fantasy OGL and D20 adventures and supplements with little or no conversion. Since M20 was published in 2006, many people who prefer rules-lite games have been using it for their D20 games and/or writing expansions, supplements and other material especially for M20. You can find out more about the original *Microlite20* and find more variants like *Microlite74* on the *Microlite20* web site:

<http://microlite20.net/>

Retroroleplaying Web Site

The author of *Microlite74* maintains a web site devoted to out of print and out of style tabletop roleplaying games. He is always willing to discuss and answer questions about *Microlite74* in the *Microlite74* board on the *Retroroleplaying* forum.

Web Site: <http://www.retroroleplaying.com/>

Forum: <http://www.retroroleplaying.com/smfforum>

Blog: <http://www.retroroleplaying.com/blog.php>

Old School Internet Resources

Old-School Blogs

There are a lot of old-school blogs. Even a selection of just the ones I currently read regularly would fill up a page or two and would likely be out of date quickly. Fortunately, there is a great place to find old school RPG blogs -- the RPG Blog Network, check the Legacy D&D category:

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

Major Old-School Forums

Dragonsfoot

Very large forum discussing 1e and earlier, related games like retro-clones, Hackmaster, and Castles & Crusades. Many people who worked for TSR in the early days post here. Many free downloads including Footprints magazine and adventures.

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

Knights & Knaves Alehouse

Discussions of 0e and 1e.

<http://knights-n-knaves.com/phppbb/>

Original D&D Discussion

Mainly discussions of 0e. Home of Fight On! Magazine.

<http://odd74.proboards76.com/>

The Piazza: Old D&D Campaign Worlds

Discussions of old published campaign worlds including many no longer officially supported.

<http://www.thepiazza.org.uk/bb/index.php>

Old School Product

A number of publishers are producing new material for old school games (using the OGL and retro-clones for compatibility). Many of these products are available through Lulu's Old School Renaissance group. Some downloadable products are free.

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

Microlite74

Version 2.0 (March 4, 2009)

Special thanks to Adam, Chgowiz, Jamused, and Talysman for rules proofreading and testing.

Microlite74 is dedicated to the memory of E. Gary Gygax (July 27, 1938 to March 4, 2008)

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