

# Microlite20 Expert Rules

## Races

Gnomes get +1 to DEX, +1 to MIND  
Half-orcs get +4 to STR, -2 to MIND  
Half-elves get +1 to DEX, and +1 to any 2 Skills  
Lizardmen get +2 to STR, +2 to Dex, -2 to MIND

## Classes

**Paladins** wear any kind of armor and use shields. They have a +1 bonus to Physical and a +2 bonus to Communication. They are immune to diseases and apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels on). Paladins can detect evil within 60' at will and can heal up to 2hp per level per day by laying on hands. A character must be of Lawful Good alignment to be a Paladin. Rangers can use light or medium armor and can use shields. They are +1 to hit and damage with ranged weapons and only incur a -1 to hit penalty when fighting with 2 weapons. They have a +3 bonus to Survival.

## 7th Level Druid Spells

*Changestaff:* Your staff becomes a treat on command.

*Control Weather:* Changes weather in local area.

*Earthquake:* Intense tremor shakes 80' radius, collapsing ceilings, opening fissures, etc.

*Finger of Death:* Kills one subject.

*Fire Storm:* Does 1d6/lvl fire damage to 2 10' cubes

per level.

*Wind Walk:* You and your allies turn vaporous and

travel at up to 60mph for 1 hour/level

## 5th Level Druid Spells

*Awaken:* Animal or Tree gains human intellect.

*Baleful Polymorph:* Transforms subject into harmless

animal.

*Call Lightning Storm:* As call lightning, but does

5d6 per bolt.

*Insect Plague:* Creates for 10min/level.

*Transmute Rock to Mud:* Transforms 2 10' cubes per

level.

*Wall of Fire:* Deals 2d4 fire damage out to 10 ft. and

1d4 out to 20 ft. Passing through wall deals 2d6

damage/level.

## 4th Spells

*Fire Seeds:* Creates Acorn Grenades

*Wall of Fire:* Deals 2d4 fire damage out to 10 ft. and

1d4 out to 20 ft. Passing through wall deals 2d6

damage/level.

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## Microlite20 Druid Spells

### 0-Level Druid Spells

*Create Water:* Creates 2 gallons/level of pure water.

*Detect Magic:* Detects spells and magic items within

60' for 1 minute per level.

*Detect Poison:* Detects poison in one creature or

object.

*Mending:* Makes minor repairs on an object.

*Read Magic:* Read scrolls and spellbooks.

*Resistance:* Subject gains +1 on saving throws for 1

minute.

### 1st Level Druid Spells

*Entangle:* Plants entangle everyone in 40' radius for

1 minute/level.

*Faerie Fire:* Outlines subjects with light for 1

minute/level, cancels blur, invisibility, etc.

*Goodberry:* 2d4 berries each cure 1 hp (max 8 hp/24

hours).

*Obscuring Mist:* Fog surrounds you, provides

concealment for 1 minute/level

*Produce Flame:* 1d6 damage +1/level, touch or

thrown.

*Speak with Animals:* You can communicate with

animals for 1min/level.

### 2nd Level Druid Spells

*Barkskin:* Grants +2 or higher bonus to AC for for

10min/level.

*Gust of Wind:* Blows away or knocks down smaller

creatures.

*Heat Metal:* Makes metal so hot it damages those

who touch it.

## Heroism

While Microlite20 certainly simplifies your game by

declining the use of the endless array of "Feats"

available in the SRD, this can sometimes decrease

Microlite20's intended compatibility with some d20

adventures, with respects to power level. Heroism is

intended to relieve some of that disparity.

Heroism is a bonus equal to 1 times the characters'

level (1 at 1st, 2 at 2nd, etc) and may be applied once

per day to up to three of the following:

1. Attack Bonus

2. Damage

3. Saving Throw

4. Skill Check

5. Spell DC

## Magic

Each modifies a spell in a given way, and each doubles

the casting time of the spell so modified (most spells

become full round actions instead of standard actions,

for example). Also, each requires an additional

expenditure of hit points, added to the standard cost

of the spell at the time it is cast.

Extending makes a spell last twice as long as it

normally would. An Extended spell costs an

additional 2hp.

Empowering makes a spell do 50% more damage

than it normally would. An Empowered spell costs

an additional 4hp.

Widening makes a spell's area of effect twice as big

as it would normally be. A Widened spell costs an

additional 6hp.

*Warp Wood:* Bends wood within 20' radius.

*3rd Level Druid Spells*

*Call Lightning:* Calls down 3d6-damage lightning

bolts from the sky once per round for 1min/level.

Protection from Energy: Absorb 12 points/level of

damage from one kind of energy for 10min/level.

*Speak with Plants:* You can talk to normal plants and

plant creatures for 1min/level.

*Spike Growth:* for 1hr/level, creatures in area take d4

damage per 5' movement, may be slowed.

*Stone Shape:* Sculps stone into any shape.

*Water Breathing:* Subjects can breath under water for

2hours/level divided by number of subjects.

### 4th Level Druid Spells

*Air Walk:* Subject treads on air for 10min/level

*Anti-Plant Shell:* Keeps animated plants at bay for

10min/level, 10' radius.

*Ice Storm:* Hall does 5d6 damage in cylinder 40'

across.

*Reincarnate:* Brings dead subject back in random

body.

*Repel Vermin:* Insects, spiders, and other vermin stay

10' away for 10min/level.

*Spike Stones:* Creatures in area take 1d8 damage,

may be slowed.