

Magic Variants

Turn Undead Alternatives

As an alternative to the rules for Turning Undead presented in the Core Rules, consider the following two variants:

(from Deimodius)

The Undead Turning: Level Check variant (UA pg67) has the cleric make a level check against each undead up to a certain HD limit, and within the 60' range. The cleric's level check (like a Wizards level check) is $1d20 + \text{Cleric lvl} + \text{Cha mod}$. The DC to beat is $10 + \text{Monster HD} + \text{Turn Resistance (if any)} + \text{Cha mod}$. A cleric can affect a number of HD worth of creatures = to Effective Cleric lvl x 3. Any affected creatures are "frozen in place for 1 round as if paralysed" (even creatures with immunity to paralysis). The cleric can concentrate each round to prolong the effect up to 10 rounds. If the creature is attacked or takes damage, the effect is broken and the creature can act normally on it's next turn. UA also suggests that if you use this variant, undead with turn resistance of +4 or higher should get a turn resistance increase of an extra +2.

Beating the DC by 5 or more means the cleric can choose to turn or rebuke (if evil) the undead normally (rather than just freezing them). If the creature's HD is = to 1/2 the Cleric's lvl or lower, no check is needed (it automatically succeeds), the undead is destroyed, and it still counts towards total HD worth that can be affected.

For m20, I would see it working something like this:

Turn Check = $1d20 + \text{Clr lvl} + \text{MIND mod}$
DC = $10 + \text{creature HD} + \text{Turn Resistance} + \text{MIND mod}$

In the interests of speeding play, the PC makes only 1 turn check roll and it is applied to all undead within range from lowest to highest HD in order until all HD that cleric can affect are used. So a lvl 1 cleric can affect a total of 3 HD worth of undead with that one check.

As above, undead with HD equal to or less than 1/2 the cleric's lvl are automatically affected and are destroyed. HD of these undead are still part of total HD that can be affected.

The cost to use this ability is a loss of HP equal to the total HD the cleric affects (or chooses to affect).

(from Darrell)

Use an m20 version of the 'Positive Energy Burst' variant from Complete Divine. When the cleric says he's going to attempt a turn, every undead critter within 30 feet must make a "Will save" (Knowledge + MIND). If the critter fails the check, he takes 1d6 points of damage per the cleric's level.

Open Ended Magic System

This Magic System is inspired by Realms of Renown and provides a completely open framework for spell-casting. It is particularly well suited for use with Ultramicrolite20.

A spellcaster does not use a spell list, but manipulates raw magic to create any required effect. Because of the flexibility of the system however, it is recommended that the player note a few pre-prepared examples in advance to keep the game moving quickly.

To cast any spell the caster rolls his Magic Attack. If this system is being used with Ultramicrolite20 then use Know+MIND bonus as Magical Attack.

The DC depends on the type of spell.

Spell type	DC
Directly damaging	Target's AC
Mind affecting, unwilling target	10+opponent's MIND bonus
Willing target/Self	0
Inanimate object	10*

*Special materials and locations may be more or less susceptible to magical manipulation.

Each spell cast (failed or otherwise) that day increases the DC by +2.

If a d20 rolls a natural twenty, add and roll again. If further natural twenties are rolled, continue adding and rolling.

For every 5 points (or part thereof) above the DC the caster may add 1 point to damage, range, area of effect or duration. If they are unstated, then the defaults are used.

Spell Attribute	Default	Each point allocated adds....
Damage	0	1d6*
Range	Touch	30'
Area of effect	0	10' radius
Duration	Instant	1 round

*1 Hit in Ultramicrolite20

“Damage” could be positive energy to make it a healing spell instead recovering 1d6 damage per point. Transformation spells must exceed the hp of the target to be successful. Turning a 6hp commoner into a frog for a few rounds is simple; doing the same to a dragon is considerably more difficult, and will likely take several rounds and a lot of courage!

A spell lasts as long as the caster concentrates (performing no other action) or as long as it's stated duration.

Examples

Norris the Elder is a 5th Level Mage with MIND 16. His Magical Attack is $(5+3)+8$. Norris has been captured by Gnolls and wishes to teach the leader a lesson. From within his wooden cage he throws a fireball into the centre of the gnoll gathering, targeting the campfire (DC10) 20' away. He rolls $18+8 = 26$. That's 4 points to put in to the fireball, so one goes into Range, two into damage and one into Area of Effect. All Gnolls within 10' of the campfire take 2d6 damage and start patting out singed fur, howling in pain. Norris chuckles.

Norris is beaten badly for this stunt and is back in the cage, down to just 3hp. He casts Heal on himself (DC0, +2 as it's his second spell that day). He rolls $10+8 = 18$ which exceeds DC2 by 16 points. He allocates all four points to “damage” and heals 4d6hp. He's back to full health.

Deciding it's time to make a break for freedom, Norris tries to use magical force to break the back of the cage. The bars are strong wood (DC10+4 as this is his third spell today). Norris rolls a natural 20, then a 12 for a total of $(20+12+8) 40$. That gives him 5 points to play with. Wanting to do it slowly so as not to attract attention, he

puts one point into damage (1d6), 3 into rounds and the GM ok's 1 point being spent to keep everything silent. By the time the Gnolls notice the hole in the bars, Norris is long gone.

New Magic Items

While any magic item from the SRD or published adventures is usable with Microlite20, there is room for a few more which are unique to the system. These items work according to the rules given in Microlite20 and can be used in place of published treasure.

Cyrdwa's Torc

A plain silver circlet worn around the forehead. A grants +2 MIND and the ability to speak and read Elven while worn. Named after a famed Elven philosopher

Guildsmen's Gloves

These are long black gloves often worn hidden. Closely associated with a large thieve's guild; if spotted being used by a non-member they will often take steps to retrieve them. They grant +2 DEX when worn.

Hill Giant Breastplate

A plain looking breastplate of dull steel, crudely shaped to look like rippling muscles. It grants the wearer the usual +5 AC, and also +2 STR. Anyone using this for a period of time begins to have strange, primitive dreams leading to a fear that it is cursed in some way.

Holy Symbols

A Cleric wielding a Holy Symbol of his faith gains a +4 bonus on checks to Turn Undead. A non-cleric can attempt to Turn Undead using the Holy Symbol. They make a single Magic Attack with a DC equal to the current Hit Points of the Undead, though do not gain the +4 bonus.

Spellstaves

A spell staff can look like any common staff, varying in size and style from a stout walking stick up to an ornate creation higher than the wielder's head. It's form is no measure of power, however, for the plainest staff often holds the most power. Spell staves come in two types - Magestuffs, and Mitres. As the name implies, a Magestaff is useful only to a Mage (it is a plain, non-magic staff in anyone else's hands), and a Mitre to a Cleric. In all other respects, their powers and method of creation are the same.

Spellstaves hold Hit Points that are usable for casting spells. These can be used in place of the caster's own Hit Points to power any spell, up to the limit of it's own resources. The caster can choose at the point of casting whether to fuel the spell using her own Hit Points, or those contained in the staff.

Spellstaves are infused with power in a special ceremony involving at least three spellcasters of the same type (Magi or Clerics) whose total level is equal to the number of Hit Points to be implanted in the staff. For example, three 5th Level Magi could implant a total of 15 HP into a staff in one ceremony. All participants must be willing. The loss of Hit Points is shared evenly between the participants, and recovered after 8 hours rest, as per the rules for spellcasting.

Spellstaves can be recharged at any time, and there is no known limit to the amount of Hit Points a spellstave can store. In legend, the Godking of Rhul was said to hold a Mitre donated by a grateful populace which held over a 10,000 Hit Points of power.

If a spellstave is broken it unleashes the stored magical energy in a single powerful blast. It does 1d6 damage per 5 Hit Points stored to a range of 10' per 5 HP. It is said that Rhul was once a green and verdant land, completely unlike the blasted desert it is today. One can only theorise what became of the Godking's Mitre.

Magic Points

As an alternative to using hit points (hp) to fuel spells, give magi and clerics a magic point (mp) pool equal to their maximum hit point total. Use these to cast spells. Magic points regenerate after eight hours of rest.

Example: Max is a mage-1. He has STR 10, 16hp and 16 magic points. He casts 5 magic missiles spell. This is a level 1 spell costing $2 \times 1 + 1 = 3$ points each, for a total of 15 magic points, leaving him with one magic point.

In an emergency, a mage or cleric can convert hit-points to magic-points at a rate of 2:1. The hit-points thus converted will regenerate after eight hours of rest, just like magic points. They cannot be healed any other way.

Example: Having cast 5 magic missiles, Max casts another one in desperation; he needs three magic points but has only one. He can invest four hit points to make up for the lacking two magic points. He's down to 12hp and 0mp. Best of luck, Max.

Magic Item Creation

Clerics and Wizards gain the ability to make magic items at certain class levels. This translates to being able to buy these items, but at half their usual purchase price. This represents the raw materials required to make the item. Making items requires equipment (a forge, etc), the right skills and time as per the existing item creation rules. Making magic items does not cost XP.

Here's when Wizards and Clerics can make stuff:

- 1 Scroll
- 3 Potion and Wondrous Item
- 5 Wand, Arms and Armor
- 9 Rod
- 12 Staff, Ring

(Basically the same as the feat prerequisites)

Kami Magic

This is an optional magic system that can co-exist with other magic systems. This is a system for clerics, since it involves intercession with the spiritual world and constrains the kind of magic that can be worked.

Kami are spirits; virtually everything has a spirit, from the table to plants to bugs. To effect simple spell, all the cleric has to do is reach into the spirit world and pull a kami's essence into the real world. Pulling a firefly kami into the real world might effect a light spell, for example.

Design considerations:

Strength

Great flexibility for players.

Balancing Forces

The kami present and thus the spells available are determined by the current environment. No long distance magic unless delivered by a weapon. Powerful spells can require negotiation and the doing of favors.

Similarities

RuneMagic, but dependent on the environment instead of on the known runes.

The dependence on the local spirits “available” to a would-be magic user is essential. No fireflies in a hall full of dancing drunkards. No exploding sulfur kami out in the woodlands without a burning torch or campfire nearby. In a way, it could work like controlling the fire spirit in the movie *Howl’s Moving Castle* (2004).

For more interesting applications, the essence of a kami can be bound to physical objects such as doors, animals, or weapons. Pulling a spider kami into the real world, binding it to an arrow, and hitting a target with it will do damage as normal and effect a fear spell involving webs and bugs and many spiders crawling out of the wound, into the victim’s face, and so on.

More powerful spells require more powerful spirits, which might request the doing of a favor before effecting spells. Evil effects might require evil kami which may be interested in cheating the cleric unless successfully threatened by even bigger bullies. This is why evil kami magic usually involves something akin to selling your soul to evil demons... Enlisting the help of well-meaning kami, on the other hand, might entail some questing on their behalf.

If high-powered magic is controlled via such negotiations, it should not be necessary to take alignment into account. Any kami will serve, if either forced (if weak) or convinced (if strong).

The effect of kami magic is usually one HD affected per spell level, one die of damage done per spell level, or similar. In dire need, it should be possible to invoke stronger spells, by negotiating with stronger kami, if the current environment is appropriate.

Clerics should prepare a list of commonly used kami & their effect when used (including their signature spells!) and refer to this list for quick reference during game play.

If you’re a cleric with very high DEX, you might want to play a Kami Archer. Almost all spells will be effected by binding kami to arrows and firing them at enemies. Any spell effected by binding a kami to an arrow and shooting the arrow at a target would be considered a signature spell. The binding to the arrow itself takes a single round for simple spells, and lasts for ten rounds, unless a separate binding spell is used. Thus, up to nine arrows can be prepared with simple spells and unleashed starting in the tenth round. Kamis can also be used to increase the range of arrows, fly around curves, etc.