

MINI20

CHARACTER CREATION	2
STATS.....	2
RACES.....	2
CLASSES.....	2
SKILLS.....	4
WHEN IN DOUBT ...REMEMBER.....	4
FEATS.....	5
RESERVE.....	8
MAGIC	9
ARCANE SPELLS.....	10
DIVINE SPELLS.....	11
COMBAT	13
LEVEL ADVANCEMENT	14
SAMPLE CHARACTER.....	14
EQUIPMENT LIST	15
WEAPONS.....	15
ARMOUR & SHIELDS.....	16
ADVENTURING EQUIPMENT.....	16
FAST PACKS.....	18
GAME MASTER'S GUIDE	19
DISEASE.....	19
EXTREME HEAT & COLD.....	19
FALLING DAMAGE.....	19
POISON.....	19
TRAPS.....	20
MONSTER LIST	21

CHARACTER CREATION

STATS

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

- You can either divide 42 points amongst them, or
- Assign the following scores: 14,12,10,8 or
- Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

No Stat may have a score of less than 1. Stat modifiers are based on stat value:

Stat Value	Modifier
1	-5
2	-4
4-3	-3
6-5	-2
7-8	-1
9-11	
12-13	+1
14-15	+2
16-17	+3
18-19	+4
Additional +2	Additional +1

RACES

Bugbear get +6 STR, +2 DEX, -4MIND, -4 CHA , +2 natural armor AC– Favored Class: Rogue. Large. Effective Level +3

Dwarves get +2 STR , -2 CHA – Favored Class: Fighter

Elves get +2 MIND , -2 STR – Favored Class: Mage

Gnomes get +2 CHA, -2 STR – Favored Class: Rogue, can cast Pregiditation and Ghost Sound regardless of class. Small. Effective Level +1

Goblin get +2 DEX, -1 STR and –1 CHA – Favored Class: Rogue. Small

Half-Dwarf get +1STR, -1 CHA – Favored Class: Fighter

Half-Elf get +1MIND, -1 STR – Favored Class: Any

Half-Orc get +2STR, -1MIND, -1 CHA – Favored Class: Fighter

Halflings get +2 DEX, -2 STR – Favored Class: Rogue. Small

Humans get +1 to all skill rolls and one extra Feat. – Favored Class: Any

Hobgoblin get +2 STR, +2 DEX, -2MIND, -2 CHA – Favored Class: Fighter

Lizardmen get +2 STR, -2 MIND, +1 natural armor AC, claws 1d6 damage – Favored class: Cleric. Effective Level +2

Kobold get -2STR, +2 DEX – Favored Class: Mage. Small

Ogre get +10STR, -2 DEX, -4MIND, -4 CHA , +1 natural AC– Favored Class: Fighter. Large. Effective Level +4

Orc get +4STR, -2MIND, -2 CHA – Favored Class: Fighter

Troll get +12 STR, +2 DEX, -6MIND, -8 CHA , +3 natural armor AC, claws 1d6, regenerates 3 hp per round unless hit by fire or acid– Favored Class: Fighter. Large. Effective Level +5

All non humans can see in the dark.

CLASSES

The classes are Fighter, Rogue, Mage, Cleric, Monks. Characters begin at Level 1. All characters are trained in Light weapons.

Fighters

Weapons training: All

Armour training: All

Shield Training: All

Primary Skill: Physical

Secondary Skill: Subterfuge and Communication

Tertiary Skill: Knowledge

Special abilities: +1 to all damage rolls. This increases by +1at 5th level and every five levels.

Fighters receive 1 extra hit Points at each level.

Requirement: STR 10+

Rogues

Weapons training: Light, One handed and Basic Ranged weapons.

Armour training: Light

Shield Training: None

Primary Skill: Subterfuge

Secondary Skill: Physical, Knowledge and Communication

Tertiary Skill: None

Special: Rogues receive a +1 to all rolls to Search, Disable and Save against Traps. This increases by +1 at 5th level and every five class levels.

If they successfully Sneak (usually sub + DEX, but depends on situation) up on a foe they can add 1d6 of damage to their first attack, this increases by 1d6 at 5th level and every five levels.

Rogues can employ restricted magic items by rolling Knowledge + Mind versus a difficulty of 20.

Requirement: DEX 10+.

Magi

Weapons training: Light and Basic Ranged weapons

Armour training: None

Shield Training: None

Primary Skill: Knowledge

Secondary Skill: Subterfuge and Communication

Tertiary Skill: Physical

Special: They can cast arcane spells.

Requirement: MIND 10+

Clerics

Weapons training: Light and Basic Ranged weapons

Armour training: Light

Shield Training: None

Clerics must choose either One handed weapons, Shield Training or Medium Armour

Primary Skill: Communication

Secondary Skill: Physical and Knowledge

Tertiary Skill: Subterfuge

Special:

Good Clerics: A Cleric can Turn Undead with a successful CHA+Knowledge. DC is 10+ Hit Dice of the Undead. Success inflicts (class Level)d6 of damage to the undead. This can be used (2 + class Level + CHA Bonus) times per day.

Evil Clerics: A Cleric can Bolster Undead with a successful CHA+Knowledge. DC is 10+ Hit Dice of the Undead. Success grants an extra (class Level)d6 Hit Points. This can be used (2 + class Level + CHA Bonus) times per day.

Druids: avoid using metal where possible, preferring living or once-living materials (leather, wood, etc).

From third level a Druid can Wild Shape into any small animal (eg a fox or badger) once a day. Every three class levels the number of uses increases by one (2/day at 6th, 3/day at 9th, etc). A Druid can use up to 2 uses by Wild Shaping into a medium-sized animal (eg, a wolf), or 3 uses by Wild Shaping into a large animal (eg, a bear).

Druids can Turn AND Bolster Animals exactly like Clerics can Turn or Bolster Undead.

Requirement: CHA 10+

Monks

Weapons training: Light, One and Two-handed Weapons and Basic Ranged weapons

Armour training: None

Shield Training: No

Primary Skill: Physical

Secondary Skill: Subterfuge, Knowledge and Communication

Tertiary Skill: None

Special: Can fight unarmed (kicks, punches, etc) doing d6 damage (STR bonus to damage still applies).

Their unarmed damage increases every four class levels starting at the fourth level as shown in the following table:

Level	1-3	4-7	8-11	12-15	16-19	20
Damage	1d6	1d8	1d10	2d6	2d8	2d10

Their attacks count as magical after 3rd level.

They gain an AC bonus equal to half their class level (rounded up) provided they are wearing no more than loose fitting clothes.

Level	1-2	3-4	5-6	7-8	9-10	11-15	16-19	20
AC Bonus	+1	+2	+3	+4	+5	+6	+7	+8

At choice Monks can use DEX bonus instead of STR bonus as melee attack bonus if unarmed. Monks can make one extra attack per round by taking -2 on all attack rolls for that round.

Requirement: DEX, MIND and CHA 10+

SKILLS

There are just 4 skills :

Physical, Subterfuge, Knowledge and Communication.

Roll higher than the given Difficulty Class to succeed.

Skill rank :

For Primary skills: your level + 3+any bonus due to your class,feats or race.

For Secondary skills: your level + any bonus due to your class,feats or race.

For Tertiary skills: (your level/2-rounded down)+ any bonus due to your class, feats or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Wearing Armour –or shields- can influence Dex or Str based Tests applying a negative modifier equal to it's AC modifier.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against mind magic is usually Knowledge+MIND bonus.

Appraise - com+MIND

Balance - phys+DEX

Bluff - com+CHA

Climb - phys+DEX or STR, whichever is highest

Craft - know+DEX

Decipher Script - know+MIND or com+MIND

Diplomacy - com+CHA

Disable Device - sub+MIND or sub+DEX

Disguise - sub+CHA

Escape Artist - sub+DEX or sub+STR, depending on what you're escaping out of

Forgery - com+DEX

Gather Information - com+CHA

Handle Animal - com+CHA or com+STR if the animal is bigger than you

Heal - know+MIND

Hide - sub+DEX

Intimidate - could be phys+STR, or sub+MIND or com+STR. You choose

Jump - phys+STR (long jump) or phys+DEX (high jump)

Knowledge - know+MIND

Listen - sub+MIND

Move Silently - sub+DEX

Open Lock - sub+DEX

Perform - com+CHA, though it could be DEX if you're juggling, or STR if you're a weightlifter

Profession - com+MIND, usually

Ride - com+DEX

Search - sub+MIND

Sense Motive - com+MIND

Sleight of Hand - sub+DEX

Speak Language - doesn't apply. You either know the language or you don't. Alternatively, com+MIND to understand subtle nuances.

Spellcraft – know+MIND

Spot - sub+MIND

Survival - phys+STR to survive, or sub+DEX or STR to hunt stuff.

Swim - phys+STR

Tumble - phys+DEX

Use Rope - Use phys+DEX.

WHEN IN DOUBT ...REMEMBER

Whenever the players want to try something that goes around, through, or above and beyond the rules as written, you can always use the 'GM's Friend'...the 50% chance. Have them roll whatever check seems most appropriate. A roll of 1-10 is a failure, a roll

of 11-20 is a success. If you feel that the situation warrants that you favor them, assign a +2 bonus to their roll. If the situation determines that they be hindered, then assign a -2 penalty.

FEATS

Acquiring Feats: Characters do not “buy” feats, they simply select 1(or 2 if human) feat(s) at 1st Level, and then again every third character level (1st, 3rd, 6th, 9th, 12th, 15th and 18th levels).

Fighters may take “Fighter” Feats, as Magi may take “Magi” feats, Monks may take “Monk” feats, Rogues may take “Rogue” Feats, and Clerics may take “Cleric” feats.

(A)=Any, (F)=Fighter, (R)=Rogue, (Mk)=Monks, (M)=Magi, (C)=Cleric

(Pre:)=Prerequisite Required for Feat

Abjuration: (M/C) The character gets a +2 to all Counter-spelling rolls. Also the character spends 1 HP less for spell countering actions.

Acrobatic: (A) +2 Bonus on Jump and Tumble Checks

Agile: (A) +2 Bonus on Balance and Escape Artist

Alertness: (A) +2 Spot and Listen Checks

Animal Affinity: (A) +2 Handle Animal

Athletic: (A) +2 Climb and Swim Checks

Blind Fight: (F/R/Mk) No penalty vs. invisible or in darkness

Brew Potion (M/C) (Pre: Must be 3rd class Level or above) May brew potion for personal effect spells (i.e. Bless, Resistance, Feather Fall, Mage Armor). Cost: Spell Level X Caster class Level X 50 gp. Any character may use potions. Potions require one day of work per dose.

Bull Rush: (F/C/Mk) (Pre: Str. 13, Power Attack) Push an opponent back 5’.

Circle magic: (M/C) A spell-caster may form a magical circle with spell-casters of same type and ethos having the Circle magic feat: all circle members must be within 5’ of each other and can do nothing else while taking part to the circle for the circle to work. Any distraction or attack that deals damage will break the circle.

The highest level member is designed circle leader. No circle can contain more members than 4 plus the Circle leader Charisma bonus.

While the circle is active the leader will be able to cast and counter any spell known to any circle member and can use other member’s Spell points to cast spells or use Counter-magic.

Forming a Circle requires a full action, nothing else can be done that round.

Create bonus item: (M/C) (Pre: Must be 6th class Level or above) May create an item granting a bonus: to AC, damage, attack rolls, skills or attributes.

Armours and shields grant bonuses to AC, weapons grant bonuses to Attack and damage rolls.

Cloaks, boots and rings can grant bonuses to AC, skills and attributes.

Each item can grant a bonus to a single thing, no item can grant a bonus higher than (maximum spell level usable by the character/2 rounded up), no character can receive a bonus on the same thing by different items.

Cost: bonus X item base cost X 300gp

Creating an item requires one week of work per +1 granted.

Bonus items are open to all classes.

Cleave: (F/C/Mk) (Pre: Str. 13, Power Attack) If you kill a creature and have a second opponent within 5’, you may make a free attack.

Deceitful: (R) +2 to Forgery or Disguise

Dodge: (F/R/C/Mk) +1 AC against any opponent you choose.

Enchant charged item: (M/C) (Pre: Must be 9th class Level or above) May create a charged item of any spell you know, and Cast without loss of HP. Only M/C can use charged items, and only of same type.

Cost: Spell Level X Caster class Level X 100gp X Charge Or Spell Level X Caster class Level X 1000gp X Daily uses

Recharging an existing item costs half as much per charge.

Creating an item requires one week of work, recharging takes simply one day.

Items open to all classes require twice the costs and times.

Enduring spell (M/C)(Pre: Spellcaster level 6th): Increases spell duration by 1 step with an extra cost of Hit Points equal to spell level.

Extra Turning: (C) Turn undead four times more per day.

Extended Spell(M/C)(Pre: Spellcaster level 6th): Increases spell range by 1 step with an extra cost of Hit Points equal to spell level.

Far Shot: (A) (Pre: Point Blank Shot) Any projectile weapon's range increases by ½ again.

Favored Enemy: (F) The character may select a type of creature and gains a +3 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skill applications against creatures of this type. Likewise, he gets a +3 bonus on weapon damage rolls against such creatures.

Find Familiar: (M/C) Character selects an animal to become its familiar. The animal may not have more HD than the character's level/2 rounded up.

The animal adds the Character level to its Hit Points.

The Master and Familiar can communicate telepathically within 1.5 km, all spells cast by the master affecting self, automatically affect the familiar as well if within 5 feet.

The master can cast spells through the familiar if within telepathic contact range.

If the familiar dies, the Master must roll Phys+STR vs 15 or take 1d6 of damage per Hit Dice of the familiar.

Frenzy: (F) The character can fly into a rage a number of times per day equal to half its level round down. In a rage, the character temporarily gains a +4 bonus to Strength, and a +2 bonus on saves against mind-affecting magic, but he takes a -2 penalty to Armor Class.

Frenzied characters do not employ missile weapons but instead charge in melee the nearest eligible target.

The increase in Strength affects both attack and damage rolls and hit points, but these hit points go away at the end of the rage when his Strength score drops back to normal. While raging, a character cannot use the Subterfuge, Knowledge and Communication skills (except for Escape Artist or Intimidate actions), or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a trigger (such as a wand), or spell completion (such as a scroll) to function.

He can use any feat he has except Improved Defense, item creation feats, and magic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Strength modifier. A character may prematurely end his rage.

At the end of the rage, the character loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Great Cleave: (F/C/Mk) (Pre: Str. 13, Power Attack, Cleave) If you kill one creature, you can continue using Cleave as long as each successive attacks results in a kill.

Heavy Armour: (A) (Pre: Medium Armour) The character is trained in the use of Heavy armour.

Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Heroic Spirit: (A) The character gets 3 reserve points for free.

Improved Critical: (A) Any character now gets a Critical Hit on any roll of 19-20, doing Max Damage.

Improved Defense: (A) Any character now may take a -4 to all attack rolls to add a +4 to its AC. May not be used in conjunction with Power Attack.

Improved Initiative: (A) Any character gets a +4 to Initiative

Improved Turning: (C) Clerics can turn undead as if they were one level higher.

Investigator: (A) You get a +2 to Gather Information and Search Checks

Lightning Reflexes: (F/R/C/Mk) +2 to Phys + STR or DEX bonus.

Light Armour: (A) The character is trained in the use of Light armour.

Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Magical Aptitude: (M/C) You take 1HP less damage when you cast a spell, or 2HP less when casting signature spell.

Manyshot: (F/C/R) (Pre: Dex 17, Point Blank Shot, Rapid Shot) You may fire two arrows at any single opponent, at -4 Penalty to hit. Damage remains the same. Gain one additional arrow at same Penalty every time you take this Feat.

Marksman: (A) The character is trained in the use of marksman weapons.
Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Medium Armour: (A) (Pre: Light Armour) The character is trained in the use of Medium armour.
Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Mounted Archery: (F) (Pre: Mounted Combat) Penalty for Ranged Weapon is halved, from -4 to -2.

Mounted Combat: (F) Once per round, if your mount is hit, you can negate the hit. The Ride check must be higher than opponent's Attack Roll.

Negotiator: (A) +2 to Diplomacy and Sense Motive Checks.

Nimble Fingers: (R) +2 to Open Locks and Disable Device

One handed weapons: (A) The character is trained in the use of One handed weapons.
Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Personal Improvement: (A) The character may add 1 point to STR, DEX, CHA or MIND.

Persuasive: (A) +2 to Bluff and Intimidate

Point Blank Shot: (F/C/R) +1 Attack and Damage if target is within 30 Ft.

Power Attack: (F/C/Mk) (Pre: Str. 13) Subtract up to 4 from your "To Hit" Roll. Add this to your Damage, if you hit.
May not be used in conjunction with Improved Defense.

Power Spell: (M/C) The character's spells are considered as two levels higher to determine saving throws difficulty. The spell-caster gets a +2 to the rolls for resisting counter-spells

Quick Draw: (F/C/R/Mk) You can draw and strike in the same round.

Rapid Reload: (F/C/R) You can reload a crossbow and fire in a single round, instead of reload one round, and fire the next.

Rapid Shot: (F/C/R) (Pre: Dex 13, Point Blank Shot) One extra shot per round, second shot at -2 to hit.

Ride-By Attack: (F) (Pre: Mounted Combat) You can move, attack, and move again in a round.

Run: (A) You can outrun almost any opponent. Your run action allow you to move five times the base speed.

Scribe Scroll: (M/C) May create a scroll of any spell you know, and Cast without loss of HP. Cost: Spell Level X Caster Level X 25gp. Only M/C can use scrolls, and only of same type. Scrolls require one day of work per spell.
Scrolls open to all classes require twice the costs and times.

Shield Training: (A) The character is trained in the use of Shields.
Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Stealthy: (A) +2 Bonus to Move Silently and Hide Skills.

Track: (F/R) You can Track creatures and characters across most terrain.

Surface Track DC
V. Soft Ground 5
Firm Ground 15
Soft Ground 10
Hard Ground 20

GMs may modify DC as conditions require. Things to consider: Size of target, time, weather, time of day.

Trample: (F) (Pre: Mounted Combat) When you overrun an opponent, it cannot avoid the attack. Mount may attack with hoof or paw, rider's next attack is at +4 as target is prone.

Tough: (A) You get 3 extra hit points.

Two handed weapons: (A) (Pre: One-handed weapons) The character is trained in the use of Two handed weapons. Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Two-Weapon Fighting: (F/C/R/Mk) (Pre: Dex. 15) You get to attack with two weapons with no penalty for second weapon

Weapon of Choice: (F) (Pre: 5th Fighter Level) You get +1 to attack and +2 to damage when using a specific weapon of your choice.

RESERVE

Each character has a Reserve equal to its 3 plus its character level. Reserve is spent at the following rates:

Action	Cost
Add 1d6 to a check	1
Remove 1d6 damage	1
Take an extra action on your turn	2

When you reach a new level of experience your Reserve Points total is reset back to equal 3 plus your level. Any unused Reserve Points are lost.

MAGIC

Magi cast or learn arcane spells, and Clerics cast divine spells, with a Spell level equal or below 1/2 their class level, rounded UP. Any magic using characters can only learn and cast spells of a Level up to (Class attribute-10). Casting a spell of any kind costs Hit Points. The cost is 1+ double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
Cost	1	3	5	7	9	11	13	15	17	19

Hit points lost to magic use can not be healed by magic, and are recovered only through a full night of rest.

Clerics can cast all spells from the list, Magi must first memorize spells to cast them, a magi can keep in memory up to MIND+Mage Level Spells.

Memorization takes 10 minutes per spell and a spell book containing the spell to be memorized. Memorized spells can be dismissed at will to be replaced by other spells.

First level Magi start with a spell book including all 0 level spells and two first level spells.

New spells can be gained by other character's spell books or from scrolls, copying a spell requires use of the Read magic spell. Scrolls get used up in the copying process.

First level Clerics can cast any 0 and 1st level spells, new spells are automatically gained on appropriate levels.

All Magi and Clerics should select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1less HP to use.

The Difficulty Class (DC) to resist all spells is 10 + Spell-caster's class Level + Caster's MIND/CHA bonus.

Whenever "level" is part of a formula used to determine a spell's effects, always use the appropriate spell-casting class level and not character level

All Spells have the following characteristics:

Range: determines how far away the target of the spell can be from the caster and still be affected by it. Ranges are:

Self (affecting only the caster)

Touch (Target must be touched)

Near (within 10 yards)

Short (up to 100 yards)

Far (target must be in sight of the caster)

Special (target can be affected by the spell wherever he is as long as the caster has some sort of physical connection to the target like blood, hair or personal item)

Duration: How long the spell lasts:

Instant(only a moment, although it's effects could be permanent)

Concentration (as long as the caster concentrates on the spell doing nothing else, usually no more then 20 minutes)

Short(up to 1 Hour)

Hours (up to 6 hours)

Day (a whole day)

Week (a whole week)

Feat (till a specific condition set by the spell or the caster is met).

Save: How saving against the spell works:

None(No save possible)

Half (Saving denies half effect)

Full(Saving denies all effects)

Counter magic: A spell-caster that decides to wait may use it's own spell points and knowledge to counter and nullify another spell-caster's spell instead of taking an action.

The spell to be countered, Dispel Magic or Anti-Magic Field must be accessible to the countering spell-caster (of an accessible level for clerics, memorized as well for Magic-Users) who must spend a number of Hit Points equal to those necessary to cast a spell of the same level of the one to be countered.

Both spell-casters roll 1d20, add to this their Mind (or Charisma) bonus and their level: access to dispel magic adds +3 to the roll, while access to Anti-Magic Shell adds an extra +6.

Higher roll wins: if the countering spell-caster wins the contest the spell is successfully countered, if the other caster wins it's spell goes off as planned.

ARCANE SPELLS

0-level arcane spells (cantrips)

- Arcane Mark (Touch/Instant/None):** Inscribes a permanent personal rune (visible or invisible).
- Dancing Lights (Short/Concentration/None):** Creates illusory lights or torches.
- Detect Magic (Self/Concentration/None):** Detects spells and magic items within 60 ft..
- Ghost Sound (Short/Concentration/None):** Creates figment sounds.
- Light (Touch/Short/None):** Object shines like a torch.
- Mage Hand (Near/Concentration/None):** 5-pound telekinesis.
- Prestidigitation (Near/Concentration/None):** Performs minor tricks.
- Read Magic (Self/Concentration/None):** Read scrolls and spell books. Needed to decipher Scrolls and Spell books by other wizards.

1st-level arcane spells

- Charm (Near/Hours/Full):** Makes the target creature friendly.
- Feather Fall (Self/Feat/None):** Objects or creatures fall slowly until landing.
- Floating Disk (Near/Hours/None):** Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.
- Mage Armor (Self/Hours/None):** Gives subject +4 armor bonus.
- Message (Far/Concentration/None):** Allows to send and receive silent messages.
- Magic Missile (Far/Instant/None):** 1d4+1 damage at one target; +1 missile per two levels above 1st (max 5).
- Sleep (Near/Hours/None):** Puts 4 HD of creatures into magical slumber.
- Shocking Grasp (Touch/Instant/None):** Touch attack delivers 1d6/level electricity damage (max 5d6).

2nd-level arcane spells

- Acid Arrow (Short/Instant/None):** Ranged Touch attack 2d4 damage for 1 round +1 round/three levels.
- Flaming Sphere (Near/Concentration/Half):** Creates rolling ball of fire, 2d6 damage, moves 10 feet/round.
- Invisibility (Self/Short/None):** Subject is invisible until it attacks.
- Knock (Near/Instant/None):** Opens locked or magically sealed door.
- Levitate (Near/Concentration/None):** Subject moves up and down.
- Spider Climb (Self/Concentration/None):** Grants ability to walk on walls and ceilings.

3rd-level arcane spells

- Clairaudience/Clairvoyance (Special/Concentration/None):** Hear or see at a distance.
- Dispel Magic (Near/Instant/None):** Cancels magical spells and effects.
- Fireball (Short/Instant/Half):** 1d6 damage per level, within Near range of strike area.
- Fly (Self/Short/None):** Subject flies at speed of 60 ft.
- Lightning Bolt (Far/Instant/Half):** Electricity deals 1d6/level damage.
- Vampiric Touch (Touch/Instant/None):** Touch attack deals 1d6/two levels damage; caster gains damage as hp which last for 1 hour.

4th-level arcane spells

- Animate Dead (Near/Hours/None):** Creates level X2 HD of undead skeletons or zombies.
- Arcane Eye (Near/Concentration/None):** Invisible floating eye moves 30 ft./round.
- Black Tentacles (Near/Short/Full):** Tentacles grapple all within 20 ft. Spread.
- Dimension Door (Self/Instant/None):** Teleports you up to 500 feet.
- Polymorph (Near/Hours/Full):** Gives one willing subject a new form.
- Stoneskin (Self/Hours/None):** Ignore 10 points of damage per attack. Lasts until discharged or spell ends.

5th-level arcane spells

- Cloudkill (Near/Short/None-Full):** Kills 3 HD or less; 4-6 HD save or die, 6+ HD take level d6 damage.
- Contact Other Plane (Special/Concentration/None):** Lets you ask one question of extraplanar entity.
- Feeblemind (Near/Hours/Full):** Subject's MIND score drops to 1.
- Passwall (Near/Hours/None):** Creates passage through wood or stone wall.
- Permanency (Near/Special/None):** Makes certain spells permanent.
- Teleport (Self/Instant/None):** Instantly transports you as far as 100 miles/level.

6th-level arcane spells

- Antimagic Field (Self/Short/None):** Negates magic within 10 ft..
- Chain Lightning (Far/Instant/Half):** 1d6/level damage; 1 secondary bolt/level each deals half damage.
- Contingency (Near/Feat/None):** Sets trigger condition for another spell. Lasts until discharged.
- Disintegrate (Near/Instant/Full):** Destroys one creature or object.
- Geas (Near/Days/Full):** Commands any creature, binding it to a specific task.
- True Seeing (Self/Concentration/None):** Lets you see all things as they really are.

7th-level arcane spells

Delayed Blast Fireball (Touch/Feat/Half): 1d6/level fire damage; you can postpone blast for 5 rounds.

Ethereal Jaunt (Self/Short/None): You become ethereal.

Finger of Death (Near/Instant/Full): Kills one subject.

Plane Shift (Near/Instant/None): As many as eight subjects travel to another plane.

Power Word Blind (Near/Instant/None): Blinds creature with 200 hp or less for 1d4+1 minutes (permanent if creature has less than 50 hp).

Spell Turning (Self/Hours/None): Reflect 1d4+6 spell levels back at caster duration or until expended.

8th-level arcane spells

Clone (Near/Special/None): Duplicate awakens when original dies.

Horrid Wilting (Near/Instant/None): Deals 1d6/level damage within range.

Incendiary Cloud (Near/Short/Half): Cloud deals 4d6 fire damage/round.

Irresistible Dance (Near/Short/None): Forces subject to dance for 1d4+1 rounds.

Power Word Stun (Near/Instant/None): Stuns creature with 150 hp or less for 2d4 rounds.

Trap the Soul (Near/Permanent/None): Imprisons subject within gem.

9th-level arcane spells

Astral Projection (Near/Hours/None): Projects you and companions onto Astral Plane.

Etherealness (Near/Hours/None): Travel to Ethereal Plane with companions.

Gate (Near/Concentration/None): Connects two planes for travel or summoning.

Meteor Swarm (Far/Instant/Half): Four exploding spheres each deal 6d6 fire damage within 30ft.

Power Word Kill (Near/Instant/None): Kills one creature with 100 hp or less.

Soul Bind (Near/Permanent/None): Traps newly dead soul to prevent resurrection.

DIVINE SPELLS

0-level divine spells (orisons)

Create Water (Near/Permanent/None): Creates 2 gallons/level of pure water.

Detect Poison (Self/Concentration/None): Detects poison in one creature or item within 60ft.

Guidance (Near/Feat/None): +1 on one attack roll, saving throw, or skill check.

Light (Touch/Concentration/None): Object shines like a torch.

Purify Food and Drink (Near/Permanent/None): Purifies 1cu. ft./level of food or water.

Resistance (Touch/Hours/None): Subject gains +1 on saving throws.

Virtue (Touch/Instant/None): Subject gains 1 hp.

1st-level divine spells

Bless (Near/Concentration/None): Allies gain +1 on attack rolls and communication + MIND checks against fear.

Bless Water (Near/Permanent/None): Makes holy water.

Cure Light Wounds (Touch/Instant/None): Cures 1d8 damage +1/level (max +5).

Divine Favor (Self/Short/None): You gain +1 per three levels on attack and damage rolls.

Magic Stone (Touch/Short/None): Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts until discharged or expiration.

Sanctuary (Touch/Short/None): The target can not attack nor be attacked.

Shield of Faith (Touch/Short/None): Aura grants +2 or higher AC bonus.

2nd-level divine spells

Aid (Self/Short/None): +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Cure Moderate Wounds (Touch/Instant/None): Cures 2d8 damage +1/level (max +10).

Delay Poison (Touch/Hours/None): Stops poison from harming subject for duration of the spell.

Gentle Repose (Touch/Hours/None): Preserves one corpse.

Remove Paralysis (Touch/Instant/None): Frees one or more creatures from paralysis or slow effect.

Restoration, Lesser (Touch/Instant/None): Dispels magical ability penalty or repairs 1d4 ability damage.

3rd-level divine spells

Create Food and Water (Near/Instant/None): Feeds three humans (or one horse)/level.

Cure Serious Wounds (Touch/Instant/None): Cures 3d8 damage +1/level (max +15).

Prayer (Near/Short/None): Allies get a +1 bonus on most rolls, enemies take a -1 penalty.

Remove Disease (Touch/Instant/None): Cures all diseases affecting subject.

Searing Light (Near/Instant/Half): Ray deals 1d8/two levels damage, or 1d8/level against undead.

Speak with Dead (Near/Feat/None): Corpse answers 2 questions/level.

4th-level divine spells

Cure Critical Wounds (Touch/Instant/None): Cures 4d8 damage +1/level (max +20).

Discern Lies (Near/Concentration/Full): Reveals deliberate falsehoods.

Freedom of Movement (Touch/Short/None): Subject moves normally despite impediments.

Neutralize Poison (Touch/Short-Instant/None): Immunizes subject against poison or detoxifies venom in or on subject.

Restoration (Touch/Instant/None): Restores level and ability score drains.

Tongues (Self/Short/None): Speak any language.

5th-level divine spells

Atonement (Near/Instant/None): Removes burden of misdeeds from subject.

Commune (Self/Feat/None): Deity answers one yes-or-no question/level.

Cure Light Wounds, Mass (Near/Instant/None): Cures 1d8 damage +1/level to all within range.

Flame Strike (Far/Instant/Half): Smite foes with divine fire (1d6/level damage).

Raise Dead (Near/Instant/None): Restores life to subject who died as long as one day/level ago.

True Seeing (Self/Concentration/None): Lets you see all things as they really are.

6th-level divine spells

Banishment (Near/Instant/None): Banishes 2 HD/level of extraplanar creatures.

Cure Moderate Wounds, Mass (Near/Instant/None): Cures 2d8 damage +1/level to all within range.

Harm (Near/Instant/Half): Deals 10 points/level damage to target.

Heal (Near/Instant/None): Cures 10 points/level of damage, all diseases and mental conditions.

Heroes' Feast (Near/Day/None): Food for one creature/level cures disease and grants +1 combat bonus.

Quest (Near/Feat/Full): Commands any creature, binding it to a specific task. Lasts until discharged.

7th-level divine spells

Cure Serious Wounds, Mass (Near/Instant/None): Cures 3d8 damage +1/level to all within range.

Destruction (Near/Instant/Full): Kills subject and destroys remains.

Ethereal Jaunt (Near/Short/None): You become ethereal.

Regenerate (Touch/Instant/None): Subject's severed limbs grow back, cures 4d8 damage +1/level.

Restoration, Greater (Touch/Instant/None): As restoration, plus restores all levels and ability scores.

Resurrection (Touch/Instant/None): Fully restores a dead subject from a small portion of the corpse.

8th-level divine spells

Antimagic Field (Self/Short/None): Negates magic within 10 ft. for 10 min./level.

Cure Critical Wounds, Mass (Near/Instant/None): Cures 4d8 damage +1/level to all within range.

Dimensional Lock (Near/Weak/None): Teleportation and interplanar travel blocked.

Discern Location (Special/Instant/None): Reveals exact location of creature or object.

Fire Storm (Far/Instant/Half): Deals 1d6/level fire damage to all within Near range.

Holy Aura (Touch/Short/None): +4 to AC, +4 resistance, and immunity to all evil spells.

9th-level divine spells

Astral Projection (Near/Hours/None): Projects you and companions onto Astral Plane.

Etherealness (Near/Hours/None): Travel to Ethereal Plane with companions.

Gate (Near/Short/None): Connects two planes for travel or summoning.

Heal, Mass (Near/Instant/None): As heal, to all within range.

Implosion (Near/Concentration/Full): Kills one creature/round until concentration ends.

Soul Bind (Near/Permanent/None): Traps newly dead soul to prevent resurrection.

COMBAT

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

Melee attack bonus = STR bonus + Physical

Missile attack bonus = DEX bonus + Physical

Armour Class (AC) = 10 + DEX bonus + Armour bonus.

Both Armor class and attack rolls are modified by the creatures Size:

Size	AC and Attack bonus
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2

Touch attacks ignore the AC bonus due to armour and shields, but not those due to spells or enchantment bonuses on items.

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.

Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Add STR bonus to Melee damage.

If HP reach 0, unconscious and near death.

Further damage directly reduces STR. If that reaches 0, death.

If the total melee attack bonus is +6 or more a second attack can be made in the same action with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2. A fourth attack is possible at -15 if the total bonus is still positive, four attacks is the maximum possible number of attacks without magic, special abilities or two weapons combat.

Fighters and Rogues can use DEX bonus as Melee attack bonus instead of STR if wielding a light weapon.

Fighters and Rogues can wield 2 light weapons and attack with both in a round gaining an extra attack at base bonus if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Unarmed attacks deal 1d2 damage points.

Defending: a character can forfeit the chance to attack and spend the turn defending, add the character's Physical skill. Fighters may add their Weapon of choice bonus as well if wielding their weapon of choice.

Natural healing: Hit points are recovered at the rate of 1d4 per day of rest.

Movement: each character can act and move a number of feet per round depending on its size:

Size	Base speed
Tiny	10
Small	20
Medium	30
Large	40
Huge	50

As a full round action a character can **Run** moving four times as fast.

Encumbrance: Each character can carry a number of item Slots equal to Str.

Small items count as 1 slot, Medium items count as two slots, Large items count as four slots. Worn armor does not add to this total, carried armor does. Carried characters count as many slots as their Str.

Characters wearing Heavy armor have base speed halved.

LEVEL ADVANCEMENT

Encounter Level equal to Level or Hit Dice plus Effective Level modifiers of defeated monsters, or the given EL for the trap, situation, etc.

Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in.

When the total equals 10 x your current character level-plus Effective Level modifiers for some races-, you've advanced to the next level. If your character is multi-classing and does not have it's race favourite class as one of its classes, it must gain 12xcurrent character level to advance.

Reset the total to 0 after advancing.

Each level adds:

+1d6 to Hit Points

+1 to Primary and Secondary skills of chosen class

+1 to Tertiary skill on even class level of chosen class

At character levels 3,6,9,12, 15 and 18 the character may learn a feat allowed to the class it is taking a level in.

To Multiclass in Mini20 simply take an additional class at your next level break, subject to GM permission and the meeting of class requirements. Gaining first level in a new class gets the character all weapons training, skill bonus and special abilities of the new class.

It is not recommended for Games Masters to allow more than two class combinations however as this can lead unbalanced games.

Characters Multiclassing to first level mage do not get a spell book for free.

EXAMPLE

The 1st level adventurers have just completed a dungeon and defeated an EL2 trap, 16 kobolds (EL 5) and the EL3 leader.

That's a total of EL10, so they all advance to level 2.

They need to defeat another 20 Encounter Levels to reach 3rd Level.

SAMPLE CHARACTER

Amindel - 1st level Mage Elf

Attributes: Str 8 (-1), Mind 15 (+2), Dex 12 (+1), Cha 10

Attack Melee:+0, **Missile:**+2 **AC:** 11

Skills: Phys +0, Know +4, Sub +1, Comm+1

Reserve: 4

Special Abilities: Dark vision

Feats: Find Familiar, Light weapons

Hit Points: 12

Equipment: Dagger, short sword, clothes, spell book

Known Spells: all 0 level spells, Mage Armour, Magic Missile

Amindel - 4th level Mage/ 2nd level Rogue Elf

Attributes: Str 8 (-1), Mind 15 (+2), Dex 12 (+1), Cha 10

Attack Melee:+4, **Missile:**+6 **AC:** 14

Skills: Phys +4, Know +9, Sub +9, Comm+6

Reserve: 9

Special Abilities: Dark vision, Back stab +1d6, +1 to Save/Disable/Search Traps, Use Magic items

Feats: Find Familiar, Light and one-handed weapons, Light armours, Dodge, Magical Aptitude.

Hit Points: 35

Equipment: Dagger, Short sword, clothes, Leather armour, spell book

Known Spells: all 0, 1st and 2nd level spells

Amindel - 6th level Mage/ 5th level Rogue Elf

Attributes: Str 8 (-1), Mind 16 (+3), Dex 12 (+1), Cha 10

Attack Melee:+4, **Missile:**+7 **AC:** 14

Skills: Phys +8, Know +14, Sub +14, Comm+11

Reserve: 14

Special Abilities: Dark vision, Back stab +2d6, +2 to Save/Disable/Search Traps, Use Magic items

Feats: Find Familiar, Light and one-handed weapons, Light armours, Dodge, Magical Aptitude, Personal Improvement.

Hit Points: 55

Equipment: Dagger, Short sword, clothes, Leather armour, spell book

Known Spells: all 0, 1st and 2nd level spells, Fireball and Dispel Magic

EQUIPMENT LIST

The most common coin is the gold piece (gp).

A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

You begin with a certain amount of acquired wealth, determined by your character class.

Class Amount

Fighter 150 gp

Rogue 125 gp

Mage 75 gp

Monks 30 gp

Cleric 120 gp

The character uses this accumulated wealth to purchase his initial weapons, armour, and adventuring equipment, using the price lists on the tables below.

WEAPONS

Here is the format for weapon entries (given as column headings on the table below).

Cost: This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.

Damage: The Damage column gives the damage dealt by the weapon on a successful hit.

Range Increment: Any attack at less than this distance is not penalized for range.

However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Note that crossbows require one round to reload.

Weapon	Cost	Damage	Range
Unarmed Strike	-	1d3	-
<i>Light Weapons</i>			
Axe, throwing	8 gp	1d6	10 ft.
Dagger	2 gp	1d4	10 ft.
Hammer, light	1gp	1d6	20 ft.
Handaxe	6 gp	1d4	-
Mace, light	5 gp	1d6	-
Pick, light	4 gp	1d4	-
Sap	1gp	1d6	-
Sickle	6 gp	1d6	-
Sword, short	10 gp	1d6	-
<i>One-Handed Weapons</i>			
Battleaxe	10 gp	1d8	-
Club	-	1d6	10 ft.
Flail	8 gp	1d8	-
Longsword	15 gp	1d8	-
Mace, heavy	12 gp	1d8	-
Morningstar	8 gp	1d8	-
Pick, heavy	8 gp	1d6	-
Rapier	20 gp	1d6	-
Scimitar	15 gp	1d6	-
Shortspear	1gp	1d6	20 ft.
Sword, bastard	35 gp	1d10	-
Trident	15 gp	1d8	10 ft.
Waraxe, dwarven	30 gp	1d10	-
Warhammer	12 gp	1d8	-
Whip	1gp	1d3	-
<i>Two-Handed Weapons</i>			
Chain, spiked	25 gp	2d4	-
Falchion	75 gp	1d6	-
Flail, heavy	15 gp	1d8	-
Glaive	8 gp	1d8	-
Greataxe	20 gp	1d10	-
Greatclub	5 gp	1d8	-
Greatsword	50 gp	2d6	-
Guisarme	9 gp	2d4	-
Halberd	10 gp	1d10	-

Lance	10 gp	1d8	-
Longspear	5 gp	1d8	-
Quarterstaff	-	1d6	-
Scythe	18 gp	2d4	-
Spear	2 gp	1d8	20 ft.
<i>Basic Ranged Weapons</i>			
Crossbow, hand	100 gp	1d4	30 ft.
Crossbow, light	35 gp	1d8	80 ft.
Dart	5 SP	1d4	20 ft.
Javelin	1gp	1d6	30 ft.
Shortbow	30 gp	1d6	60 ft.
Sling	-	1d4	50 ft.
<i>Marksman</i>			
Longbow	75 gp	1d8	100 ft.
Crossbow, heavy	50 gp	1d10	120 ft.
Net	20 gp	-	10 ft.

ARMOUR & SHIELDS

Here is the format for armour entries (given as column headings on the table below).

Cost: This value is the price for purchasing the armour.

AC Bonus: The column gives the Armour Class bonus provided by the armour.

Armour	Cost	AC Bonus
<i>Light Armour</i>		
Padded	2 gp	+1
Leather	10 gp	+2
Studded Leather	25 gp	+3
Chain Shirt	100 gp	+4
<i>Medium Armour</i>		
Hide	15 gp	+3
Scale Mail	50 gp	+4
Chainmail	150 gp	+5
Breastplate	200 gp	+5
<i>Heavy Armour</i>		
Splint Mail	200 gp	+6
Banded Mail	250 gp	+6
Half-plate	600 gp	+7
Full Plate	1500 gp	+8
<i>Shields</i>		
	Cost	AC Bonus
Buckler	15 sp	+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
Shield, tower	30 gp	+4

ADVENTURING EQUIPMENT

Here is the format for equipment entries (given as column headings on the table below).

Cost: This value is the price for purchasing the desired equipment.

Equipment	Cost
<i>Adventuring Gear</i>	
Acid (flask)	10 gp
Antitoxin (vial)	50 gp
Artisan's Tools	5 gp
Backpack (empty)	2 gp
Barrel (empty)	2 gp
Basket (empty)	4 SP
Bedroll	1SP
Bell	1gp
Blanket, winter	5 SP
Block and Tackle	5 gp
Bottle, wine, glass (empty)	2 gp

Bucket (empty)	5 SP
Caltraps	1gp
Candle	1CP
Canvas (sq. yd.)	1SP
Case, map or scroll	1gp
Chain (10 ft.)	30 g
Chalk, 1piece	1CP
Chest (empty)	2 gp
Craftsman's Tools	5 gp
Crowbar	2 gp
Disguise Kit	50 gp
Firewood (per day)	1CP
Fishhook	1SP
Fishing net (25 sq.ft.)	4 gp
Flask (empty)	3 CP
Flint and Steel	1gp
Grappling Hook	1gp
Hammer	5 SP
Healer's Kit	50 gp
Holy Symbol, wooden	1gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Hourglass	25 gp
Ink (1oz. Vial)	8 gp
Inkpen	1SP
Jug, clay	3 CP
Ladder, 10 ft.	5 CP
Lamp, common	1SP
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock, simple	20 gp
Lock, average	40 gp
Lock, good	80 gp
Magnifying Glass	100 gp
Manacles	15 gp
Mirror, small steel	10 gp
Mug/Tankard, clay	2 CP
Musical Instrument	5 gp
Oil, pint flask	1 sp
Paper (sheet)	4 sp
Parchment (sheet)	2 sp
Pick, miner's	3 gp
Pitcher, clay	2 cp
Piton	1 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Pouch, belt (empty)	1 gp
Ram, portable	10 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
Sledge	1 gp
Soap (per lb.)	5 sp
Spade or Shovel	2 gp
Spell Component Pouch	5 gp
Spellbook, wizard's (blank)	15 gp
Spyglass	1000 gp
Tent	10 gp
Thieves' Tools	30 gp
Torch	1 cp

Vial, ink or potion	1 gp
Waterskin	1 gp
Whetstone	2 cp
<i>Clothing</i>	
Cleric's Vestments	3 gp
Cold Weather Outfit	8 gp
Courtier's Outfit	30 gp
Entertainer's Outfit	3 gp
Explorer's Outfit	10 gp
Monk's Outfit	5 gp
Noble's Outfit	75 gp
Peasant's Outfit	1 sp
Royal Outfit	200 gp
Scholar's Outfit	5 gp
Traveler's Outfit	1 gp
<i>Mounts and Related Gear</i>	
Barding, medium creature	armour price x2
Barding, large creature	armour price x4
Bit and Bridle	2 gp
Dog, guard	25 gp
Dog, war	75 gp
Donkey or Mule	8 gp
Feed (per day)	5 CP
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Saddle, military	20 gp
Saddle, pack	5 gp
Saddle, riding	10 gp
Saddlebags	4 gp
Stabling (per day)	5 SP
Warhorse, heavy	400 gp
Warhorse, light	150 gp
Warpony	100 gp

FAST PACKS

This chapter provides a way for a player to quickly equip his or her PC or a GM to equip an NPC or Hireling on the fly. Additionally, these optional kits can be used to give a starting point from which to customize new characters.

Choose a pack or roll 1d6 to select one randomly, cost is 50 Gold Pieces each.

Finally, add the following, based on your Class:

Cleric: Silver Holy symbol & 5 Gold Pieces

Fighter: Vial of Holy Water & 5 Gold Pieces

Mage: Spell book & 2 Spell Pouches & 5 Gold Pieces

Rogue: Thieves Tools

Pack A (1-2)

Backpack
Belt Pouch
Bedroll
Lantern (hooded)
10 Oil Flasks
Flint & Steel
Shovel
2 sets of Caltrops
Signal Whistle
Waterskin
Iron Rations (4 days)

Pack B (3-4)

Backpack
Belt Pouch
Bedroll
10 Torches
4 Oil Flasks
10 pieces of chalk Flint & Steel
10ft Pole
Mirror
Crowbar
Waterskin
Iron Rations (4 days)

Pack C (5-6)

Backpack
Belt Pouch
Bedroll
Tent
10 Torches
5 Oil Flasks
50ft Rope
Flint & Steel
Grappling Hook
10ft Pole
Waterskin
Iron Rations (4 days)

GAME MASTER'S GUIDE

DISEASE

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized below. The entries for diseases include the following information:

Name of the disease: Type, DC, incubation, damage.

Type lists the disease's method of delivery (contact, inhaled, or injury). DC lists the phys+STR check DC needed to prevent infection. Incubation lists the time before damage begins. Damage lists the ability damage the character takes after incubation and each day afterward.

Cackle Fever: Inhaled, DC 16, 1day, -1d6 MIND.

Filth Fever: Injury, DC 12, 1d3 days, -1d3 DEX and 1d3 STR.

Mindfire: Inhaled, DC 12, 1day, -1d4 MIND.

Red Ache: Injury, DC 15, 1d3 days, -1d6 STR.

Shakes: Contact, DC 13, 1day, -1d8 DEX.

EXTREME HEAT & COLD

If not wearing suitable protection, a character must make a Phys+STR check once every 10 minutes (DC 15, +1per previous check), taking 1d6 damage on each failed save.

FALLING DAMAGE

A falling character takes 1d6 hp of damage per 10 feet fallen. If the character makes a successful Phys+DEX roll, he takes only half damage. The DC for the phys+DEX roll is equal to the depth fallen in feet.

In the event that the fall ends in an area laden with spikes or jagged rocks, add +1hp of damage to falling damage per 10' fallen (with a maximum of +10 hp).

POISON

Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way. Several typical poisons are summarized below.

The entries for poisons include the following information:

Name of the poison: Type, DC, damage, price.

Type lists the poison's method of delivery (contact, ingested, inhaled, or injury). DC lists the phys+STR check DC needed to avoid the poison's damage.

Damage is expressed as "xdx/xdx." The first number is the initial damage, taken immediately upon failing the phys+STR check against the poison.

The second number is the secondary damage, taken one minute after exposure to the poison if a second phys+STR check is failed. Ability damage is temporary unless marked with an asterisk(*), in which case the loss is permanent.

Unconsciousness lasts 1d3 hours.

Price lists the cost for one dose of the poison. It can usually only be obtained through less- than-reputable sources, as the possession of poisons are commonly illegal.

Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.

Blue Whinnis: Injury, DC 14, -1 STR/ unconsciousness, 120 gp.

Burnt Othur Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR, 2,100 gp.

Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, 1,800 gp.

Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND, 1,500 gp.

Nitharit: Contact, DC 13, 01-3d6 STR, 650 gp.

Oil of Taggit: Ingested, DC 15, O/unconsciousness, 90 gp.

Malys Root Paste: Contact, DC 16, -1 DEX/-2d4 DEX, 500 gp.

Monstrous Scorpion (tiny): Injury, DC 12, -1 STR/-1 STR, 50 gp.

Monstrous Scorpion (small): Injury, DC 12, -1d2 STR/-1d2 STR, 100 gp.
Monstrous Scorpion (large): Injury, DC 14, -1d4 STR/-1d4 STR, 200 gp.
Monstrous Scorpion (huge): Injury, DC 18, -1d6 STR/-1d6 STR, 400 gp.
Monstrous Spider (tiny): Injury, DC 10, -1d2 STR/- 1d2 STR, 85 gp.
Monstrous Spider (small): Injury, DC 10, -1d3 STR/- 1d3 STR, 125 gp.
Monstrous Spider (large): Injury, DC 13, -1d6 STR/- 1d6 STR, 250 gp.
Monstrous Spider (huge): Injury, DC 16, -1d8 STR/- 1d8 STR, 500 gp.
Sassone Leaf Residue: Contact, DC 16, -2d12 hp/- 1d8 STR, 300 gp.
Sleep Poison: Injury, DC 13, unconsciousness/ unconsciousness for 2d4 hours, 75 gp.
Snake (medium viper): Injury, DC 11, -1d6 STR/- 1d6 STR, 120 gp.
Snake (large viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.
Snake (huge viper): Injury, DC 14, -1d6 STR/-1d6 STR, 250 gp.
Wyvern: Injury, DC 17, -2d6 STR/-2d6 STR, 3,000 gp.

TRAPS

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying Encounter Levels are summarized below. The entries for traps include the following information:

Type of trap: Attack (damage), Save DC, Search DC, Disable DC.

Type lists the trap used and the effect it has. Attack shows the traps attack bonus or type of effect.

Damage shows the amount and type of damage the trap deals.

Save DC lists the phys+DEX check DC needed to either avoid the trap entirely, or to take only 1/2 the listed damage (if this is possible).

Search DC lists the DC for the know+MIND check necessary to find the trap without triggering it. Disable DC lists the DC for the sub+DEX check necessary to disarm the trap safely.

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search know+MIND DC 20, Disable sub+DEX DC 20.

Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.

Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.

EL2 Traps

Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for 1/2 damage; Search DC 26, Disable DC 26.

Large Net Trap: Atk +5 (-); Save DC 14 to avoid; Search DC 20, Disable DC 25.

Pit Trap: 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL3 Traps

Fire Trap: spell effect (1d4+3, fire); Save DC 13 for 1/2 damage; Search DC 27, Disable DC 27.

Pit Trap: 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.

EL4 Traps

Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for 1/2 damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

EL5 Traps

Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17.

Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for 1/2 damage; Search DC 29, Disable DC 29.

Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17, Disable DC 21.

EL6 Traps

Compacting Room Trap: walls move together (12d6, crush); Search DC 20, Disable DC 22.

Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for 1/2 damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL7 Traps

Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.

Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for 1/2 damage; Search DC 31, Disable DC 31.

Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.

EL8 Traps

Destruction Trap: spell effect (death); Save DC 20 (phys+STR) for 10d6 damage; Search DC 32, Disable DC 32.

Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.

Well-camouflaged Pit Trap: 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.

EL9 Traps

Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.

Incendiary Cloud Trap: spell effect (4d6/round for 15 rounds, fire); Save DC 22 for 1/2 damage; Search DC 33, Disable DC 33.

Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL10 Traps

Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20.

Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.

Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.

MONSTER LIST

Skills: All unintelligent creatures have Physical as Primary Skill, Subterfuge and Communication as Secondary skills and Knowledge as Tertiary skill such creatures have a level equal to their number of Hit Dice. If the creature is intelligent, decide skill bonuses and Level/Hit Dice by class assigned to the monster.

Add stat bonuses to suit and as logic dictates.

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD/Level adds to their skills.

For each doubling of the Hit Dice, increase the dice size for natural attacks (ie, d4->d6, d6->d8, etc) and AC by 2 points.

Create your own: Assign Hit Dice/Level. Skill levels are based either on class or standard monster skills. Add stat bonuses to suit.

Animal

Badger: HD 1 (6 hp), AC 15, Claw +4 (1d2-1) - Size S

Black Bear: HD 3 (19 hp), AC 13, Claw +6 (1d4+4) or bite +1(1d6+2) - Size L

Brown Bear: HD 6 (51 hp), AC 15, Claw +11 (1d8+8) or bite +6 (2d6+4) - Size L

Bison: HD 4 (37 hp), AC 13, Gore +8 (1d8+9) - Size L

Boar: HD 3 (25 hp), AC 16, Gore +4 (1d8+3) - Size M

Cat: HD 0 (2 hp), AC 14, Claw +4 (1d2-4) - Size T

Crocodile: HD 3 (22 hp), AC 16, Bite +6 (1d8+6) or tail slap +6 (1d12+6) - Size M

Dog: HD 1 (6 hp), AC 15, Bite +2 (1d4+1) - Size S

Donkey: HD 2, AC 13, Bite +1(1d2) - Size L

Eagle: HD 1 (5 hp), AC 14, Talons +3 (1d4), flies - Size S – EL +1

Giant Crocodile: HD 7 (59 hp), AC 16, Bite +11(2d8+12) or tail slap +11(1d12+12) - Size L

Horse (heavy): HD 2 (19 hp), AC 13, Hoof -1 (1d6+1) - Size L

Horse (light): HD 2 (19 hp), AC 13, Hoof -2 (1d4+ 1) - Size L

Mule: HD 1, AC 13, Hoof +4 (1d4+3) - Size M

Pony: HD 1 (19 hp), AC 13, Hoof -1 (1d6+1) - Size M

Snake (constrictor): HD 3 (19 hp), AC 15, Bite +5 (1d3+4), constrict (1d3+4) - Size M

Snake (giant constrictor): HD 11, AC 15, Bite +13 (1d8+10), constrict (1d8+10) - Size L

Snake (small viper): HD 1, AC 17, Bite +4 (1d2-2 plus poison) - Size T – EL +1

Snake (medium viper): HD 1, AC 16, Bite +4 (1d4-1 plus poison) - Size T – EL +1

Snake (large viper): HD 3 (19 hp), AC 15, Bite +4 (1d4 plus poison) - Size M – EL +1

Snake (huge viper): HD 6, AC 15, Bite +6 (1d6+4 plus poison) - Size L – EL +1

War Dog: HD 2, AC 16, Bite +3 (1d6+3) - Size S

Warhorse (heavy): HD 4, AC 14, Hoof +6 (1d6+4) - Size L

Warhorse (light): HD 3, AC 14, Hoof +4 (1d4+3) - Size L

Warpony: HD 2, AC 13, Hoof +3 (1d3+2) - Size M

Wolf: HD 2, AC 14, Bite +3 (1d6+1) - Size M

Ankheg Effective Level +1

HD 3, AC 18, Bite +7 (2d6+7 plus 1d4 acid) - Size L

Assassin Vine

HD 4, AC 15, Slam +7 (1d6+7), constrict (1d6+7) - Size M

Choker

HD 3, AC 17, Tentacle +6 (1d3+3) - Size L

Cockatrice Effective Level +2

HD 5, AC 14, Bite +9 (1d4-2 plus petrification, DC 12 phys+STR to negate), flies- Size H

Dinosaur

Deinonychus: HD 4, AC 16, Talons +6 (2d6+4) or bite +1(2d4+2) - Size L

Megaraptor: HD 8, AC 16, Talons +9 (2d8+5) or bite +4 (2d6+2) - Size H

Triceratops: HD 16, AC 18, Gore +20 (2d8+15) - Size H

Tyrannosaurus: HD 18, AC 14, Bite +20 (3d6+13) - Size H

Dire Animal

Dire Bear: HD 12, AC 17, Claw +19 (2d4+10) and bite +13 (2d8+5) - Size H

Dire Rat: HD 1, AC 15, Bite +4 (1d4 plus disease) - Size M – EL +1

Dire Wolf: HD 6, AC 14, Bite +11 (1d8+10) - Size L

Dragon Effective Level +2

Very Old: HD 31, AC 36, Bite +40 (4d6+13) or breath 18d10 fire, DC 33 phys+DEX to dodge for half, flies - Size H

Adult: HD 23, AC 30, Bite +32 (2d8+11) or breath 12d10 fire, DC 26 phys+DEX to dodge for half, flies- Size H

Young Adult: HD 19, AC 28, Bite +24 (2d6+6) or breath 10d8 cold, DC 23 phys+DEX to dodge for half, flies - Size H

Young: HD 13, AC 21, Bite +20 (2d6+7) or Breath 10d10 DC24 phys+DEX to dodge for half, flies - Size L

Earth Elemental (large)

HD 8, AC 18, Slam +12 (2d8+7) -Size L

Gargoyle Effective Level +2

HD 4, AC 16, Claw +6 (1d4+2), immune to non magical attacks, flies –Size M

Gelatinous Cube Effective Level +2

HD 4, AC 3, Slam +1(1d6 +1d6 acid) plus engulf (paralysis + 1d6 acid/round, DC 13 phys+DEX to negate) –Size L

Ghoul Effective Level +1

HD 2, AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis) –Size M

Griffon

HD 7, AC 17, Bite +11(2d6+4), flies- Size L

Hellhound Effective Level +1

HD 4, AC 16, Bite +5 (1d8+1 plus 1d6 fire) - Size L

Hill Giant

HD 12, AC 20, Greatclub +16 (2d8+10) or rock +8 (2d6+7) - Size H

Nymph Effective Level +2

HD 2, AC 17, Dagger +6 (1d4) or stunning glance (unable to act for 2d4 rounds, DC 17 phys+STR to negate) – Size M

Otyugh Effective Level +1

HD 6, AC 17, Tentacle +4 (1d6 plus disease) – Size L

Owlbear

HD 5, AC 15, Claw +9 (1d6+5) – Size L

Rust Monster Effective Level +1

HD 5, AC 18, Antennae touch +3 (rust)- Size M

Shadow Effective Level +2

HD 3, AC 13, Incorporeal touch +3 (1d6 Str) , immune to non magical attacks or non silver weapons- Size M

Shambling Mound

HD 8, AC 20, Slam +11(2d6+5), constrict (2d6+7) – Size L

Skeleton Warrior

HD 1, AC 15, Scimitar +1(1d6+1) or claw +1melee (1d4+1) – Size M

Stirge Effective Level +1

HD 1, AC 16, Touch +7 (attach),flies - Size T

Stone Golem

HD 14, AC 26, Slam +18 (2d10+9) – Size H

Treant Effective Level +1

HD 7, AC 20, Slam +12 (2d6+9) – Size M, May animate 1d6 trees having same stat as himself

Vampire Spawn Effective Level +2

HD 4, AC 15, Slam +5 (1d6+4 plus energy drain -1 level, DC 14 phys+STR to negate) or blood drain (-1d4 STR) - Size M

Vermin Effective Level +1

Monstrous Scorpion (tiny): HD 0, AC 14, Claw+2 (1d2-4) or sting -3 (1d2-4 plus poison)

Monstrous Scorpion (small): HD 1, AC 14, Claw+1 (1d3-1) or sting -4 (1d3-1 plus poison)

Monstrous Scorpion (large): HD 5, AC 16, Claw+6 (1d6+4) or sting +1(1d6+2 plus poison)

Monstrous Scorpion (huge): HD 10, AC 20, Claw+11 (1d8+6) or sting +6 (2d4+3 plus poison)

Monstrous Spider (tiny): HD 0, AC 15, Bite +5 (1d3-4 plus poison)

Monstrous Spider (small): HD 1, AC 14, Bite +4 (1d4-2 plus poison)

Monstrous Spider (large): HD 4, AC 14, Bite +4 (1d8+3 plus poison)

Monstrous Spider (huge): HD 8, AC 16, Bite +9 (2d6+6 plus poison)

Wererat Effective Level +2

Human Form: HD 1, AC 15, Rapier +2 (1d6+1) or light crossbow +1(1d8) - Size M

Dire Rat Form: HD 2, AC 17, Bite +6 (1d4+1 plus disease), immune to non magical attacks or non silver weapons - Size S

Hybrid Form: HD 3, AC 16, Rapier +5 (1d6+1) or light crossbow +4 (1d8), immune to non magical attacks or non silver weapons - Size M

Werewolf Effective Level +2

Human Form: HD 1, AC 17, Longsword +3 (1d8+1) or light crossbow +2 (1d8) - Size M

Wolf Form: HD 3d8+7 (20 hp), AC 16, Bite +5 (1d6+3), immune to non magical attacks or non silver weapons- Size M

Hybrid Form: HD 3d8+7 (20 hp), AC 16, Claw +4 (1d4+2), immune to non magical attacks or non silver weapons- Size M

Wight Effective Level +3

HD 4d12 (26 hp), AC 15, Slam +3 (1d4+1 plus energy drain), immune to non magical attacks -Size M

Wraith Effective Level +3

HD 5d12 (32 hp), AC 15, Incorporeal touch +5 (1d4 plus -1d6 STR, DC 14 phys+STR to negate), immune to non magical attacks- Size M

Wyvern Effective Level +2

HD 7d12+14 (59 hp), AC 18, Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4), flies -Size H

Zombie

HD 2d12+3 (16 hp), AC 11, Slam +2 (1d6+1) or club +2 melee (1d6+1) -Size M

Mini20

CHARACTER SHEET

Reserve

NAME	
Class/Level	
Race	
Gender	
Height	
Weight	
Hair Color	
Eye Color	

WEAPONS

Weapon	Damage	Range

CHARACTER STATISTICS

	Score	Mod.
STR		
DEX		
MIND		
CHA		

Hit Points

Armour Class

ARMOUR TYPE

EQUIPMENT

Item	Item

WEALTH

Coinage	Amount
<i>pp</i>	
<i>gp</i>	
<i>sp</i>	
<i>cp</i>	

SKILLS

	RANK
Physical	
Subterfuge	
Knowledge	
Communication	

NOTES

FEATS

FEATS