

# *Nullam Fortunum RPG*

*Set Aside Your Dice for  
You Shall Use Them No More!*



**BOZBAT GAMES**



# Table of Contents

The Rules.....	1
About.....	1
Character Creation.....	1
Abilities and Other Stats.....	1
Races.....	2
Classes.....	2
Multi-classing.....	3
Initiative, Actions, & Movement.....	4
Skill Checks.....	5
Combat Skill Checks.....	5
HP Combat Bonus.....	7
Hit Points, Healing, and Recovery.....	7
Magic.....	8
Extreme Damage.....	8
Other Hazards.....	9
Level Advancement.....	9
Creatures & Monsters.....	11
Equipment.....	17
Starting Wealth.....	17
Weapons.....	17
Armour & Shields.....	21
Adventuring Equipment.....	22
Spell Lists.....	25
Arcane Spells.....	25
Divine Spells.....	29
Illusionist Spells.....	33
Druid Spells.....	36
OPEN GAME LICENSE.....	39

Alexander John Hay© 27 JAN 2022 – This is a based on Microlite20  
Purest Essence and other ideas. (see license for more info).

# *The Rules*

## *About*

This game is played without dice. Any and all challenging actions are resolved using a Skill Check that is either opposed or the outcome determined by a Difficulty Class (DC). Combat is a special Skill Check which is always opposed.

## *Character Creation*

To create a Character:

1. Determine your Character's Ability Scores, Ability Bonuses, Defensive Class (DEF), and Hit Points (HP).
2. Choose a Race.
3. Select a Class.
4. Change Ability Scores and Skills according to Race and Class.

## *Abilities and Other Stats*

There are 3 Abilities:

Strength (STR), Dexterity (DEX) and Mind (MIND).

Assign Ability Scores using a total of 13 points from the table.

Score:	8	9	10	11	12	13	14	15	16	17
Point Cost:	0	1	2	3	4	5	6	8	10	13

**ABILITY Bonus** = (ABILITY-10)/2, round down.

**Defensive Class (DEF)** = DEX Bonus + Armor Type (+2 for Shield, +1 for buckler, +2 for Standard Armor or +3 for Advanced Armor). At every 3<sup>rd</sup> Level add +1.

**Initial Hit Points (HP)** = STR Score + 5.

## ***Races***

**Dwarves** get +2 STR Score

**Elves** get +1 DEX Score, +1 MIND Score

**Gnomes** get +1 to DEX Score, +2 to MIND Score, -1 to STR Score

**Halflings** get +3 DEX Score, -1 to STR Score

**Half-elves** get +1 to DEX Score, and +1 to any 2 Skills

**Half-orcs** get +4 to STR Score, -2 to MIND Score

**Humans** get +1 to all skill rolls

**Lizardmen** get +2 to STR Score, +2 to DEX Score, -2 to MIND Score

## ***Classes***

The Characters begin at Level 1.

**Bards** wear light armor and can use bucklers. They gain a +2 bonus to Communication, Subterfuge, and Knowledge. A Bard can counter sound-based effects within a 30' radius. A Bard can use his song to charm person or remove fear up to 3 times (total) per day. Beginning at 6th level, a Bard casts spells as either a Druid or Illusionist (player's choice) of 5 levels lower.

**Clerics** can wear light or medium armor. They cast divine spells and gain +3 bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

**Druids** wear any non-metal armor or shield. They cast Druid spells and gain +2 to Knowledge and +2 to Survival. Druids are immune to the spell-like effects of woodland fey. At 3rd level a Druid can pass without trace at will. At 7th level a Druid can assume the form of any small or medium sized animal up to 3 times per day. A Druid heals 2 HP per level when changing back into his human form.

## ***NullamFortunumRPG***

**Fighters** wear any kind of armor and use shields. They have a +3 bonus to Physical and add +1 to all Combat Skill Checks. This increases by +1 at 5th level and every five levels on. They can use the HP Combat Bonus for Combat Skill Checks.

**Illusionists** wear no armor. They can cast Illusionist spells and gain a +2 bonus to Communication and a +1 bonus to Subterfuge. Characters must have a minimum DEX Score of 13 to be Illusionists.

**Magi** wear no armor. They can cast arcane spells, and gain a +3 bonus to Knowledge.

**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). They can use the HP Combat Bonus for Combat Skill Checks. Paladins can *detect evil* within 60' at will and can heal up to 2 HP 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.

**Rogues** can use light armor. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually subterfuge + DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to their Combat Skill Check for a Melee Attack for their first attack on the target.

### ***Multi-classing***

Multi-classing is possible, but you will not get the Class Bonus for the newly adopted class. This should make no difference to any other class other than Magi and Clerics who only gain Caster Class from the level of the adoption of the new class. Example: a First Level Rogue adopts the Magi Class at 2nd Level – his character is now a 1st Level Caster. Upon going up to 3rd Level character class the Character will only be a 2nd Level Caster.

## *NullamFortunumRPG*

Option For more generous Multi-Classing:

- If you take a Class and keep it for 5 Levels you can then choose another Class and get those new Bonuses. OR
- If you take a Class and keep it for less than 5 Levels, you can get the Bonus for the new class if you keep it for 5 Levels.

When you take a new Class you keep the old Class as well as the Skills you developed. You start the new Class at level 1, add any Race Skill bonuses, and add the Class Skill bonus if permitted. So you will have 2 different sets of Skills that will be applied according to the Class that is being used.

### *Initiative, Actions, & Movement*

The game is played in Rounds in which each Character takes a Turn according to the Initiative Order.

**Initiative:** Initiative is determined by DEX Bonus + MIND Bonus (plus Level for Fighters). GM decides on Initiative Order for ties. GM controlled creatures do the same. Go in that order.

**Actions:** A Character can take one of the following Actions during its Turn:

- Move
- Move into melee with enemy and Attack
- Melee Attack if already in contact
- Defend (Multiple Times per Round\*)
- Run (Double Move)
- Fire ranged weapon
- Disengage and move away without ending in melee
- Cast a Spell

Drawing a weapon, speaking or similar activities are “free” and do not count as an Action.

**Movement:** A Character can Move 30 feet per Round during combat.

## ***Skill Checks***

All challenging actions are resolved using a Skill Check. A Skill Check is either opposed by another Character or Creature, or the outcome is determined by a Difficulty Class (DC) to be set by the GM.

A Skill Check will cost 1 HP or more if the GM determines it is particularly difficult.

There are 5 skills: **Physical, Subterfuge, Knowledge, Communication, and Survival.**

$\text{SKILL CHECK} = \text{Appropriate Skill} + \text{Appropriate Ability Bonus} + \text{Level}$
---------------------------------------------------------------------------------------------------

For example, Climbing would use Physical + STR Bonus. Dodging a falling rock could be Physical + DEX bonus. Finding a trap could be Subterfuge + MIND bonus. Disabling a trap could be Subterfuge + DEX bonus. ***However, there is no ONE correct combination for any Skill Check.*** Alternative combinations may be appropriate for some circumstances.

Note that there are no "Saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

## ***Combat Skill Checks***

Combat is a special type of Skill Check which is opposed by the Defending Character.

All Attacks and Defenses cost 1 HP with the exception of Missile Defense which costs nothing.

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



## *NullamFortunumRPG*

**Melee Attack = STR Bonus + Level + Weapon Type + HP  
Combat Bonus + Fighter Bonus**

**Melee Defense = STR or DEX Bonus + Level + DEF + HP  
Combat Bonus + Fighter Bonus**

**Ranged Attack = DEX Bonus + Level + Weapon Type + HP  
Combat Bonus + Fighter Bonus**

**Ranged Defense = DEX Bonus + Level + DEF + HP  
Combat Bonus + Fighter Bonus**

The loser takes the difference in the Scores as Damage to HP or Strength if HP is gone.

Fighters and Rogues can use DEX bonus for Melee Attack if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round with a -2 penalty. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

**Melee Weapons Type:** There are 4 types of melee weapons for the purposes of Combat Skill Checks:

0 – Unarmed, 1 – Light Weapons, 2 – Martial Weapons, and 3 – Heavy Martial Weapons.

**Missile Weapons Type:** There are 4 types of missile weapons for the purpose of Combat Skill Checks:

0 – Rocks, Sticks, etc., 1 – Throwing Daggers, Light Javelins, etc., 2 – Bows, and 3 – Heavy Bows.

**Lack of Strength or Proficiency:** With or without a weapons proficiency a Character must have the STR Bonus equal to the Weapon Type, or expend the difference in HP each time it is used. Anyone can use a weapon without proficiency at a penalty of -2.

**Example:** A Character with a STR Bonus of +1 can use a ‘Weapon Type 1’ with the penalty if he does not have a proficiency. A ‘Weapon Type 2’ will cost 1 HP, and a ‘Weapon Type 3’ will cost 2 HP.

## ***HP Combat Bonus***

The Fighter and the Paladin can choose to increase a Combat Skill Check Score by adding an HP Combat Bonus which can equal up to its Level, and costs that amount of HP. This can be applied after a failed roll.

## ***Hit Points, Healing, and Recovery***

It is important to remember that damage is distributed between Hit Points (HP) and the Strength Stat. Hit Points measure the exhaustion of the Character and the Strength Stat represents long term harm to the Character.

Initially damage is applied to HP until it reaches zero, unless Extreme Damage results in some damage being distributed to the Strength Stat. After the HP goes to zero the Character is Knocked Down. During the next turn, if no further damage is suffered, the Character can either receive basic first aid from any Character or spend a Hit Point, or in this case a point from the Strength Score, and then stand up and continue. All further damage is applied to the Strength Stat, and STR Bonus will be reduced as the Strength Stat is reduced.

**When both Hit Points and the Strength Stat reach 0 the Character is dead.**

**HEALING** – After a long rest ALL Hit Points are restored.

**RECOVERY OF STRENGTH SCORE** – Recovery will be slow for damage to the Strength Score. If the Character receives medical attention and bed rest for 2 weeks all damage is recovered. If not then Character will recover Strength Score damage at 1 per day.

## *Magic*

Magic users can cast any spell according to their Class with a spell level equal or below 1/2 their class level, rounded up.

Casting a Spell does not require any Skill Check. Casting a spell costs Hit Points. The cost is 1 + double the level of the spell being cast:

<b>Spell Level</b>	0	1	2	3	4	5	6	7	8	9
<b>HP Cost</b>	1	3	5	7	9	11	13	15	17	19

This damage **cannot** be healed but can only be recovered after a long 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.

**Signature Spell:** Select one "signature" spell 1st upward that you prefer to use over any other. You can change your signature spell at the beginning of each adventure session. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The **Difficulty Class (DC)** for all spells is: 10 + Caster Level + Caster's MIND bonus.

## *Extreme Damage*

Some weapons or monsters may inflict such terrible and extreme damage as to justify 'extra' damage to the Character by splitting the damage between HP and Strength Score, or perhaps even loss of gear or limbs particularly in the case of an extraordinary defeat. Perhaps certain monsters inflict such horrific and specific damage, such as with oozes, jellies, and puddings, that they can damage gear and eat away the flesh of the victim where ever the monster touches. Perhaps the GM should consider a save check option to 'save' gear or limbs? GM discretion is advised.

## *NullamFortunumRPG*

**Example:** Getting hit with a ‘heavy’ weapon should result in some Strength Score damage. Also, some weapons may destroy certain gear such as armour, shields, or other weapons that are being used to parry or block.

**Example:** If the Character is attacked by an ooze that envelopes the limb, then HP and Strength Score damage should be applied as well as a possible loss of a limb.

### *Other Hazards*

**Falling:** 3 HP damage per 10', half damage on Phys + DEX save. DC = depth fallen in feet

**Spikes:** add +1 point to falling damage per 10' fallen, max +10

**Poison:** Phys + STR save to avoid or for half, depending on poison. Effect varies with poison type.

**Extreme Heat & Cold:** If not wearing suitable protection, Phys + STR save once every 10 minutes (DC 15, +1 per previous check), take 3 HP damage on each failed save.

### *Level Advancement*

**Encounter Level =** Use the Hit Dice of EACH defeated monster, or the given EL for the trap, situation, etc.

**Example:** 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL4, etc.

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

When the total = 10 \* Current Level, you have advanced to the next level. ENCOUNTER LEVEL POINTS that are not used to advance a level roll over for the next level.

Each level add: Strength Bonus or +1, whichever is greater, to Hit Points.

If the level divides by three (i.e. level 3,6,9,etc.) +1 point to STR Score, DEX Score or MIND Score.

## *NullamFortunumRPG*

If the level divides by three (i.e. level 3,6,9,etc.) +1 point to Defensive Class (DEF).

Fighters gain +1 to their Combat Skill Checks at levels 5,10,15, etc.

Magic Users gain access to new spell levels at levels 3,5,7,9,etc.

**Example:** The 1st level adventurers have just completed a dungeon adventure, and defeated 5 EL1 encounters, an EL2 trap 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 Level 3.



## ***Creatures & Monsters***

### **The Hit Dice Formula**

The most important thing to understand when creating or just dealing with an animal, monster or even a human NPC that does not have full Character stats (from now on all shall be referred to as Monsters) is the formula for Hit Dice (HD):

$$(X)d(Y)+(Z)$$

X = Number of HD  
Y = Size of Dice (4, 6, 8, 10, 12 or 20)  
Z = HD Bonus

In the SRD 3.5 and in *Grit and Bullets* this Hit Dice formula provides the level of the Monster and its Attack Bonus (how many dice it has) as well as the Hit Points of the Monster (the mean value roll of the Hit Dice plus any Modifier). I think it would be nice if the SRD 3.5 kept to this formula but it often modifies the results without explanation – in this game we keep to the formula, but you can choose to use the SRD 3.5 stats if you like. There is probably a good reason why the SRD 3.5 occasionally changes things, but I don't know what it is.

<b>MEAN VALUE OF DIE ROLLS</b>	
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5
D20	10.5

## *NullamFortunumRPG*

Also, there is an DEF rating which does not have anything to do with the Hit Dice formula.

For most Monsters that is the only information you will need.



So for a Bear, the HD is  $6d8+24$ , HP is 51, and the DEF is 6. This is because the HP should be the number of Hit Dice multiplied by the mean value roll of a d8 which is 4.5 ( $6 \times 4.5 = 27$ ) then add the HD Bonus of 24 to get 51. The Attack Bonus for a Bear will be +6 for its 'natural' attack (in this case its bite), but is more for its other attack for which it has a pronounced advantage (the claw attack which gets a +11).

For other Monsters it will be necessary to create additional stats and perhaps even Backgrounds. For example a ***6d12+21 Vampire*** will be a 6th level Vampire with 60 HP, an Attack bonus of 6, an DEF of 7 to 8 (more or less), a Background of Vampire = HD level +2, and Blood Points = HD level +2 (which are needed to activate some Vampire powers). Perhaps you will even create Ability Stats (STR, DEX and MIND), and use those to create DEF and Attack Bonus. For some Monsters it may be appropriate to assign a Class and a Specific Class Ability but this is really getting more into the realm of the NPC.

**Ability Bonuses and Levels:** In the Combat Skill Check use the attack bonus numbers found under 'Attack' to replace the Ability Bonus and Levels in the equation.

**Skills:** All creatures have a bonus to all Skills equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add Ability Scores or Ability Bonuses to suit and as logic dictates. This is intentionally kept open – if you need a sneaky bugbear, assign the +3

## *NullamFortunumRPG*

bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

**Monster Advancement:** To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (ie, d4->d6, d6->d8, etc). Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage, etc. as required.

**Create Your Own Monster:** Assign Hit Dice (d8 for most things, d4 and d6 for smaller creatures, d10 for larger dangerous Monsters like a Griffin or a Stone Golem, d12 for Dragons and Undead, and d20 for extremely powerful Monsters like Demons). Attack Bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 Bonus to one skill. Add stat bonuses to suit.





## *NullamFortunumRPG*

### **Sample List**

This is just a sample of available creatures and monsters available from the 3.5 SRD, from various adventures, or from your own imagination. They will need to be modified to be used in this game as described below.

<b>Name</b>	<b>Hit Dice</b>	<b>Defensive Class</b>	<b>Attack</b>
Animal (small) eg Badger	HD 1d8+2 (6 hp)	DEF 2	Claw +1; Weapon Type 0
Ankheg	HD 3d10+12 (28 hp)	DEF 6	Bite +7; Weapon Type 1 (plus acid)
Bear	HD 6D8+24 (51 hp)	DEF 6	Claw +11, Bite +6; Weapon Type 3
Bugbear	HD 3d8+3 (16 hp)	DEF 3 or 4	Morningstar +5 or javelin +3; Weapon Type 2
Choker	HD 3d8+3 (16 hp)	DEF 3	Tentacle +6; Weapon Type 3
Deinonychous (Raptor)	HD 4d8+16 (34 hp)	DEF 5	Talons +6; Weapon Type 3
Dire Rat	HD 1d8+1 (5 hp)	DEF 2	Bite +4; Weapon Type 1 (plus disease)
Dragon (young Red)	HD 13d12+39 (123 hp)	DEF 10	Bite or breath +20, Weapon Type 3
Dwarf	HD 1d8+2 (6 hp)	DEF 2 to 3	Waraxe +3 or shortbow +1, Weapon Type 2 or 3
Earth Elemental (large)	HD 8d8+32 (68 hp)	DEF 6	Slam +12; Weapon Type 3
Elf	HD 1d8 (4 hp)	DEF 2 to 3	Longsword +2 or longbow +3; Weapon Type 2
Gargoyle	HD 4d8+19 (37 hp)	DEF 4	Claw +6; Weapon Type 3
Goblin	HD 1d8+1 (5 hp)	DEF 2	Morningstar +2 or javelin +3; Weapon Type 2
Griffon	HD 7d10+21 (59 hp)	DEF 6	Bite +11; Weapon Type 3
Halfling	HD 1d8+1 (5 hp)	DEF 3	Dagger or Shortsword +2 or light bow +3; Weapon Type 1 or 2

## *NullamFortunumRPG*

<b>Name</b>	<b>Hit Dice</b>	<b>Defensive Class</b>	<b>Attack</b>
Hellhound	HD 4d8+4 (22 hp)	DEF 4	Bite +5 (plus fire); Weapon Type 2
Hill Giant	HD 12d8+48 (102 hp)	DEF 4 or 5	Greatclub +16 or rock +8; Weapon Type 3
Hobgoblin	HD 1d8+2 (6 hp)	DEF 2	Longsword +2 or javelin +2; Weapon Type 2
Human Commoner	HD 1d8+1 (5 hp)	DEF 0 to 1	Dagger +1 or sling +1; Weapon Type 1
Insect (small) eg Spider	HD 1d8 (4 hp)	DEF 1	Bite +2 (plus poison); Weapon Type 0
Kobold	HD 1d8 (4 hp)	DEF 2	Spear +1 or sling +3; Weapon Type 1
Ogre	HD 4d8+11 (29 hp)	DEF 5	Greatclub +8 or javelin +1; Weapon Type 3
Orc	HD 1d8+1 (5 hp)	DEF 2	Falchion +4 or javelin +1; Weapon Type 2 or 3
Owlbear	HD 5d10+25 (52 hp)	DEF 4	Claw +9; Weapon Type 2
Rust Monster	HD 5d8+5 (27 hp)	DEF 4	Antennae touch +3, Weapon Type 0 (rust)
Shadow	HD 3d12 (19 hp)	DEF 3	Incorporeal touch +3; Weapon 0
Skeleton Warrior	HD 1d12 (6 hp)	DEF 2	Scimitar +1 or claw +1; Weapon Type 2
Stirge	HD 1d10 (5 hp)	DEF 2	Touch +7 (attach – blood loss); Weapon Type 0
Stone Golem	HD 14d10+30 (107 hp)	DEF 8	Slam +18; Weapon Type 3
Troll	HD 6d8+36 (63 hp)	DEF 6	Claw +9 (1d6+6)
Werewolf (hybrid form)	HD 3d8+7 (20 hp)	DEF 4	Claw +4; Weapon Type 1
Wight	HD 4d12 (26 hp)	DEF 4	Slam +3 (plus energy drain); Weapon Type 0
Wolf	HD 2d8+4 (13 hp)	DEF 3	Bite +3; Weapon Type 1

## *NullamFortunumRPG*

<b>Name</b>	<b>Hit Dice</b>	<b>Defensive Class</b>	<b>Attack</b>
Wyvern	HD 7d12+14 (59 hp)	DEF 7	Sting +10 (plus poison) or Talon +10; Weapon Type 1
Zombie	HD 2d12+3 (16 hp)	DEF -1 to 0	Slam +2 or stick +2; Weapon 0



# *Equipment*

## *Starting Wealth*

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.

<b>Exchange</b>	<b>cp</b>	<b>sp</b>	<b>gp</b>	<b>pp</b>
Copper Piece	1	1/10	1/100	1/1000
Silver Piece	10	1	1/10	1/100
Gold Piece	100	10	1	1/10
Platinum Piece	1000	100	10	1

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

<b>Class</b>	<b>Amount</b>
Fighter	150 gp
Rogue	125 gp
Mage	75 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.

## *NullamFortunumRPG*

**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.

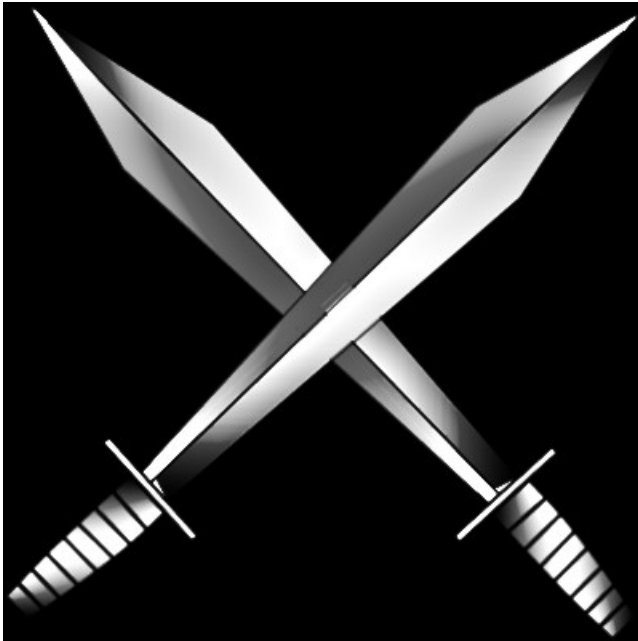
<b>Weapon</b>	<b>Cost</b>	<b>Range</b>
<b>Type 0 - Unarmed</b>		
Unarmed Strike	–	–
<b>Type 1 - Light Weapons</b>		
Axe, throwing	8 gp	10’
Dagger	2 gp	10’
Hammer, light	1 gp	20’
Handaxe	6 gp	–
Mace, light	5 gp	–
Pick, light	4 gp	–
Rapier	20 gp	–
Sap	1 gp	–
Sickle	6 gp	–
Spear, Short	2 gp	20’
Sword, short	10 gp	–
<b>Type 2 - Martial Weapons</b>		
Battleaxe	10 gp	–
Club	–	10’
Flail	8 gp	–
Longsword	15 gp	–
Mace, heavy	12 gp	–
Morningstar	8 gp	–
Pick, heavy	8 gp	–
Scimitar	15 gp	–

## *NullamFortunumRPG*

Weapon	Cost	Range
Spear	2 gp	–
Sword, bastard	35 gp	–
Trident	15 gp	10'
Waraxe, dwarven	30 gp	–
Warhammer	12 gp	–
Whip	1 gp	–
<b>Type 3 – Heavy Martial Weapons</b>		
Chain, spiked	25 gp	–
Falchion	75 gp	–
Flail, heavy	15 gp	–
Glaive	8 gp	–
Greataxe	20 gp	–
Greatclub	5 gp	–
Greatsword	50 gp	–
Guisarme	9 gp	–
Halberd	10 gp	–
Lance	10 gp	–
Longspear	5 gp	–
Quarterstaff	–	–
Scythe	18 gp	–
<b>Ranged Weapons</b>		
Crossbow, hand	100 gp	30'
Crossbow, heavy	50 gp	120'
Crossbow, light	35 gp	80'
Dart	5 sp	20'
Javelin	1 gp	30'

## *NullamFortunumRPG*

<b>Weapon</b>	<b>Cost</b>	<b>Range</b>
Longbow	75 gp	100'
Net	20 gp	10'
Shortbow	30 gp	60'
Sling	–	50'



## *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.

<b>Armour</b>	<b>Cost</b>	<b>DEF Bonus</b>
<b>Standard Armour</b>		
Padded	2 gp	+2
Leather or Hide	10 gp	+2
Scale Mail	50 gp	+2
Chainmail	150 gp	+2
<b>Advanced Armour</b>		
Splint Mail	200 gp	+3
Banded Mail	250 gp	+3
Half-Plate	600 gp	+3
Full Plate	1,500 gp	+3
<b>Shields</b>		
Buckler	15 gp	+1
Shield, light wooden	3 gp	+2
Shield, light steel	9 gp	+2
Shield, heavy wooden	7 gp	+2



## *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.

<b>Adventuring Gear</b>	
Acid (flask) / 10 gp	Lantern, bullseye / 12 gp
Antitoxin (vial) / 50 gp	Lantern, hooded 7 gp
Artisan's Tools / 5 gp	Lock, simple / 20 gp
Backpack (empty) / 2 gp	Lock, average / 40 gp
Barrel (empty) / 2 gp	Lock, good / 80 gp
Basket (empty) / 4 sp	Magnifying Glass / 100 gp
Bedroll / 1 sp	Manacles / 15 gp
Bell / 1 gp	Mirror, small steel / 10 gp
Blanket, winter / 5 sp	Mug/Tankard, clay / 2 cp
Block and Tackle / 5 gp	Musical Instrument / 5 gp
Bottle, wine, glass (empty) / 2 gp	Oil, pint flask / 1 sp
Bucket (empty) / 5 sp	Paper (sheet) / 4 sp
Caltrops / 1 gp	Parchment (sheet) 2 sp
Candle / 1 cp	Pick, miner's / 3 gp
Canvas (sq. yd.) / 1 sp	Pitcher, clay / 2 cp
Case, map or scroll / 1 gp	Piton / 1 sp Pole, 10 ft. / 2 sp
Chain (10 ft.) / 30 gp	Pot, iron / 5 sp
Chalk, 1 piece / 1 cp	Pouch, belt (empty) 1 gp
Chest (empty) / 2 gp	Ram, portable / 10 gp
Craftsman's Tools / 5 gp	Rations, trail (per day) 5 sp
Crowbar / 2 gp	Rope, hempen (50 ft.) 1 gp
Disguise Kit / 50 gp	Rope, silk (50 ft.) 10 gp
Firewood (per day) / 1 cp	Sack (empty) / 1 sp
Fishhook / 1 sp	Sealing Wax / 1 gp
Fishing net (25 sq.ft.) / 4 gp	Sewing Needle / 5 sp
Flask (empty) / 3 cp	Signal Whistle / 8 sp
Flint and Steel / 1 gp	Signet Ring / 5 gp
Grappling Hook / 1 gp	Sledge / 1 gp
Hammer / 5 sp	Soap (per lb.) / 5 sp
Healer's Kit / 50 gp	Spade or Shovel / 2 gp

## *NullamFortunumRPG*

<b>Adventuring Gear</b>	
Holy Symbol, wooden / 1 gp Holy Symbol, silver / 25 gp Holy Water (flask) / 25 gp Hourglass / 25 gp Ink (1 oz. Vial) / 8 gp Inkpen / 1 sp Jug, clay / 3 cp Ladder, 10 ft. / 5 cp Lamp, common / 1 sp	Spell Component Pouch 5 gp Spellbook, wizard's (blank) 15 gp Spyglass / 1,000 gp Tent / 10 gp Thieves' Tools / 30 gp Torch / 1 cp Vial, ink or potion / 1 gp Waterskin / 1 gp Whetstone / 2 cp

<b>Clothing</b>	
Artisan's Outfit / 1 gp Cleric's Vestments / 5 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

<b>Mounts and Related Gear</b>	
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

## *NullamFortunumRPG*

### **Ye Old Fast Packs**

50 Gold Pieces each – choose a pack or roll 1d6

Pack A (1-2)	Pack B (3-4)	Pack C (5-6)
Backpack, Belt Pouch, Bedroll, Lantern (hooded), 10 Oil Flasks, Flint & steel, Shovel, 2 sets of Caltrops, Signal Whistle, Waterskin, Iron Rations (4 days)	Backpack, Belt Pouch, Bedroll, 10 Torches, 4 Oil Flasks, Flint & steel, 10 pieces of chal, 10' pole, Mirror, Crowbar, Waterskin, Iron Rations (4 days)	Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & steel, 50' rope, Grappling Hood, 10' Pole, Waterskin, Iron Rations (4 days)

Finally, add the following, based on your Class:

Bard: A lute or other musical instrument

Cleric: Silver Holy symbol & 5 Gold Pieces

Druid: Druidic Focus & 5 Gold Pieces

Fighter: Vial of Holy Water & 5 Gold Pieces

Mage & Illusionist: Spellbook & 2 Spell Pouches

Paladin: Chain mail & a holy symbol

Ranger: Longbow & a quiver of arrows

Rogue: Thieves Tools

# *Spell Lists*

Some spells are Multi-Level Spells. They are considered to be only one spell for Signature Spell purposes. Each is a group of similar spells or spell effects with different Caster Levels.

**MAGIC ENVIRONMENT** – These Spell Lists envision a game world of High Magic; magic is everywhere, and somewhat easy to acquire and use. The SRD contains more details about each spell including description, possible complexities, and required components. It is common for a GM and Players to ignore such things as spell components and other costs in play and simply use the HP cost as the only limiting factor for magic, but by scrupulously applying the SRD details magic will become more difficult to use. Perhaps you decide that the use of higher level spells should require the spell components or rituals while lower level spells can be treated more causally? For a Low Magic environment it may be necessary to edit these lists and remove most of the spells, and increase the cost and complexity to use them.

## *Arcane Spells*

### *Multi-Level Arcane Spells*

#### *Arcane Projection Spells*

**Light:** 0 Level – Object shines like a torch for 10 min./level.

**Magic Missile:** 1<sup>st</sup> Level – 1d4+1 damage; +1 missile per two levels above 1st (max 5).

**Flaming Sphere:** 2<sup>nd</sup> Level – Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

**Fireball:** 3<sup>rd</sup> Level – 1d6 damage per level, 20-ft. radius.

**Lightning Bolt:** 3<sup>rd</sup> Level – Electricity deals 1d6/level damage.

**Chain Lightning:** 6<sup>th</sup> Level – 1d6/level damage; 1 secondary bolt/level each deals half damage.

**Delayed Blast Fireball:** 7<sup>th</sup> Level – 1d6/level fire damage; you can postpone blast for 5 rounds.

### **0-Level Arcane Spells: Cantrips**

**Arcane Mark:** Inscribes a permanent personal rune (visible or invisible).

**Detect Magic:** Detects spells and magic items within 60 ft. for up to 1 min./level or until concentration ends.

**Ghost Sound:** Figment sounds for 1 round/level.

**Mage Hand:** 5-pound telekinesis. Lasts until concentration ends.

**Prestidigitation:** Performs minor tricks for 1 hour.

**Read Magic:** Read scrolls and spellbooks for 10 min./level.

### **1st-Level Arcane Spells**

**Feather Fall:** Objects or creatures fall slowly for 1 round/level or until landing.

**Floating Disk:** Creates 3-ft.-diameter horizontal disk that holds 100 lb./level. Lasts for 1 hour/level.

**Mage Armor:** Gives subject +4 armor bonus for 1 hour/level.

**Sleep:** Puts 4 HD of creatures into magical slumber for 1 min./level.

**Shocking Grasp:** Touch delivers 1d6/ level electricity damage (max 5d6).

### **2nd-Level Arcane Spells**

**Acid Arrow:** Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

**Invisibility:** Subject is invisible for 1 min./level or until it attacks.

**Knock:** Opens locked or magically sealed door.

**Levitate:** Subject moves up and down at your direction for 1 min./level.

**Spider Climb:** Grants ability to walk on walls and ceilings for 10 min./level.

### **3rd-Level Arcane Spells**

**Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.

**Dispel Magic:** Cancels magical spells and effects.

## *NullamFortunumRPG*

**Fly:** Subject flies at speed of 60 ft. for 1 min./level.

**Vampiric Touch:** Touch deals 1d6/two levels damage; caster gains damage as hp which last for 1 hour.

### *4th-Level Arcane Spells*

**Animate Dead:** Creates level X2 HD of undead skeletons or zombies.

**Arcane Eye:** Invisible floating eye moves 30 ft./round for 1 min./level.

**Black Tentacles:** Tentacles grapple all within 20 ft. spread for 1 round/level.

**Dimension Door:** Teleports you short distance.

**Polymorph:** Gives one willing subject a new form for 1 min./level.

**Stoneskin:** Ignore 10 points of damage per attack. Lasts for 10 min./level or until discharged.

### *5th-Level Arcane Spells*

**Cloudkill:** Kills 3 HD or less; 4-6 HD save or die, 6+ HD take STR damage. Lasts for 1 min./level.

**Contact Other Plane:** Lets you ask one question of extraplanar entity. Lasts until concentration ends.

**Feeblemind:** Subject's MIND score drops to 1.

**Passwall:** Creates passage through wood or stone wall for 1 hour/level.

**Permanency:** Makes certain spells permanent.

**Teleport:** Instantly transports you as far as 100 miles/level.

### *6th-Level Arcane Spells*

**Antimagic Field:** Negates magic within 10 ft. for 10 min./level.

**Contingency:** Sets trigger condition for another spell. Lasts for 1 day/level or until discharged.

**Disintegrate:** Destroys one creature or object.

**Geas:** Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.

## *NullamFortunumRPG*

**True Seeing:** Lets you see all things as they really are for 1 min./level.

### *7th-Level Arcane Spells*

**Ethereal Jaunt:** You become ethereal for 1 round/level.

**Finger of Death:** Kills one subject.

**Plane Shift:** As many as eight subjects travel to another plane.

**Power Word Blind:** Blinds creature with 200 hp or less for 1d4+1 minutes (permanent if creature has less than 50 hp).

**Spell Turning:** Reflect 1d4+6 spell levels back at caster for 10 min./level or until expended.

### *8th-Level Arcane Spells*

**Clone:** Duplicate awakens when original dies.

**Horrid Wilting:** Deals 1d6/level damage within 30 ft.

**Incendiary Cloud:** Cloud deals 4d6 fire damage/round for 1 round/level.

**Irresistible Dance:** Forces subject to dance for 1d4+1 rounds.

**Power Word Stun:** Stuns creature with 150 hp or less for 2d4 rounds.

**Trap the Soul:** Imprisons subject within gem.

### *9th-Level Arcane Spells*

**Astral Projection:** Projects you and companions onto Astral Plane.

**Etherealness:** Travel to Ethereal Plane with companions for 1 min./level.

**Gate:** Connects two planes for travel or summoning. Open for 1 round/level.

**Meteor Swarm:** Four exploding spheres each deal 6d6 fire damage.

**Power Word Kill:** Kills one creature with 100 hp or less.

**Soul Bind:** Traps newly dead soul to prevent resurrection.

## *Divine Spells*

### *Multi-Level Divine Spells*

#### *Divine Cure & Healing Spells*

**Cure Light Wounds:** 1<sup>st</sup> Level – Cures 1d8 damage +1/level (max +5).

**Cure Moderate Wounds:** 2<sup>nd</sup> Level – Cures 2d8 damage +1/level (max +10).

**Restoration, Lesser:** 2<sup>nd</sup> Level – Dispels magical ability penalty or repairs 1d4 ability damage.

**Cure Serious Wounds:** 3<sup>rd</sup> Level – Cures 3d8 damage +1/level (max +15).

**Remove Disease:** 3<sup>rd</sup> Level – Cures all diseases affecting subject.

**Cure Critical Wounds:** 4<sup>th</sup> Level – Cures 4d8 damage +1/level (max +20).

**Restoration:** 4<sup>th</sup> Level – Restores level and ability score drains.

**Cure Light Wounds, Mass:** 5<sup>th</sup> Level – Cures 1d8 damage +1/level for many creatures.

**Cure Moderate Wounds, Mass:** 6<sup>th</sup> Level – Cures 2d8 damage +1/level for many creatures.

**Heal:** 6<sup>th</sup> Level – Cures 10 points/level of damage, all diseases and mental conditions.

**Cure Serious Wounds, Mass:** 7<sup>th</sup> Level – Cures 3d8 damage +1/level for many creatures.

**Regenerate:** 7<sup>th</sup> Level – Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

**Restoration, Greater:** 7<sup>th</sup> Level – As restoration, plus restores all levels and ability scores.

**Cure Critical Wounds, Mass:** 8<sup>th</sup> Level – Cures 4d8 damage +1/level for many creatures.

**Heal, Mass:** 9<sup>th</sup> Level – As heal, but with several subjects.



## *NullamFortunumRPG*

### *0-Level Divine Spells: Orisons*

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

**Guidance:** +1 on one attack roll, saving throw, or skill check. Lasts for 1 min. or until discharged.

**Light:** Object shines like a torch for 10 min./level.

**Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.

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

**Virtue:** Subject gains 1 temporary hp for 1 minute.

### *1st-Level Divine Spells*

**Bless:** Allies gain +1 on attack rolls and communication + MIND checks against fear for 1 min./level.

**Bless Water:** Makes holy water.

**Divine Favor:** You gain +1 per three levels on attack and damage rolls for 1 minute.

**Magic Stone:** Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts for 30 minutes or until discharged.

**Shield of Faith:** Aura grants +2 or higher AC bonus for 1 min./level.

### *2nd-Level Divine Spells*

**Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

**Delay Poison:** Stops poison from harming subject for 1

**Gentle Repose:** Preserves one corpse.

**Remove Paralysis:** Frees one or more creatures from paralysis or slow effect.

### *3rd-Level Divine Spells*

**Create Food and Water:** Feeds three humans (or one horse)/level.

**Prayer:** Allies get a +1 bonus on most rolls, enemies take a -1 penalty for 1 round/level.

## *NullamFortunumRPG*

**Searing Light:** Ray deals 1d8/two levels damage, or 1d8/level against undead.

**Speak with Dead:** Corpse answers one question/two levels. Lasts for 1 min./level.

### *4th-Level Divine Spells*

**Discern Lies:** Reveals deliberate falsehoods for 1 round/level or until concentration ends.

**Freedom of Movement:** Subject moves normally despite impediments for 10 min./level.

**Neutralize Poison:** Immunizes subject against poison for 10 min./level, detoxifies venom in or on subject.

**Tongues:** Speak any language for 10 min./level.

### *5th-Level Divine Spells*

**Atonement:** Removes burden of misdeeds from subject.

**Commune:** Deity answers one yes-or-no question/level. Lasts for 1 round/level

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

**Raise Dead:** Restores life to subject who died as long as one day/level ago.

**True Seeing:** Lets you see all things as they really are for 1 min./level.

### *6th-Level Divine Spells*

**Banishment:** Banishes 2 HD/level of extraplanar creatures.

**Harm:** Deals 10 points/level damage to target.

**Heroes' Feast:** Food for one creature/level cures disease and grants +1 combat bonus for 12 hours. Lasts for 1 hour.

**Quest:** Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.

### *7th-Level Divine Spells*

**Destruction:** Kills subject and destroys remains.

## *NullamFortunumRPG*

**Ethereal Jaunt:** You become ethereal for 1 round/level.

**Resurrection:** Fully restores a dead subject from a small portion of the corpse.

### **8th-Level Divine Spells**

**Antimagick Field:** Negates magic within 10 ft. for 10 min./level.

**Dimensional Lock:** Teleportation and interplanar travel blocked for 1 day/level.

**Discern Location:** Reveals exact location of creature or object.

**Fire Storm:** Deals 1d6/level fire damage.

**Holy Aura:** +4 to AC, +4 resistance, and SR 25 against evil spells for 1 round/level.

### **9th-Level Divine Spells**

**Astral Projection:** Projects you and companions onto Astral Plane.

**Etherealness:** Travel to Ethereal Plane with companions for 1 min./level.

**Gate:** Connects two planes for travel or summoning. Open for 1 round/level.

**Implosion:** Kills one creature/round for 4 rounds or until concentration ends.

**Soul Bind:** Traps newly dead soul to prevent resurrection.

## ***Illusionist Spells***

### **0-Level Illusionist Spells**

**Arcane Mark:** Inscribes a permanent personal rune (visible or invisible).

**Dancing Lights:** Creates torches or other lights for 1 minute.

**Detect Illusion:** Detects Illusions in a 60' radius for 1 minute per level.

**Ghost Sound:** Figment sounds for 1 round/level.

**Prestidigitation:** Performs minor tricks for 1 hour.

**Read Magic:** Read Scrolls and Spellbooks for 10/min per level.

### **1st-Level Illusionist Spells**

**Charm Person:** Makes one person your friend for 1 hour per level.

**Color Spray:** Incapacitates creatures within a 15' cone.

**Disguise Self:** Changes your appearance for 10 minutes per level.

**Hypnotism:** Fascinates 2d4 HD of creatures for 2d4 rounds.

**Silent Image:** Creates minor illusion of your design.

**Ventriloquism:** Throws voice for 1 minute per level.

### **2nd-Level Illusionist Spells**

**Blur:** Caster gains +4 to AC, cannot be Sneak Attacked for 1 minute per level.

**Hideous Laughter:** Subject loses actions for 1 round/level.

**Hypnotic Pattern:** Fascinates 2d4+level HD of creatures for concentration plus 2 rounds.

**Invisibility:** Subject is invisible for 1 minute/level or until it attacks.

**Minor Image:** As Silent Image plus some sound.

**Mirror Image:** Creates 1d4+1 decoys of caster for 1 minute per level.

### **3rd-Level Illusionist Spells**

**Daylight:** 60' radius of daylight for 10 minute/level.

## *NullamFortunumRPG*

**Deep Slumber:** Puts 10HD of creatures to sleep for 1 minute per level.

**Displacement:** Attacks against the subject miss 50% of the time for 1 round/level.

**Invisibility Sphere:** Makes everyone within 10' invisible.

**Major Image:** As minor image, plus sound, smell, and thermal effects.

**Suggestion:** Compels subject to follow stated course of action for 1 hour/level or until completed.

### **4th-Level Illusionist Spells**

**Charm Monster:** Make one monster believe it is your ally for 1 day/level.

**Confusion:** Subjects behave oddly for 1 round/level.

**Invisibility, Greater:** As invisibility, but subject can attack and stay invisible.

**Minor Creation:** Create one cloth or wood object.

**Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.

**Rainbow Pattern:** Lights Fascinate 24HD of creatures for concentration plus 1rnd/level.

### **5th-Level Illusionist Spells**

**Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.

**Dominate Person:** Controls subject telepathically for 1 day/level.

**Major Creation:** As minor creation, plus stone or metal.

**Persistent Image:** As major image, but no concentration required; 1 minute/level.

**Seeming:** Changes appearance of 1 person per 2 levels for 12 hours.

**Sending:** Delivers short message anywhere, instantly.

### **6th-Level Illusionist Spells**

**Mislead:** Turns you invisible and creates illusory double.

## *NullamFortunumRPG*

**Permanent Image:** Permanent illusion with sight, sound, and smell controlled by concentration.

**Programmed Image:** As major image, triggered by specific event.

**Shadow Walk:** Step into shadow and travel rapidly; 50mph for 1 hour/level.

**Suggestion, Mass:** As suggestion, plus one subject per level.

**True Seeing:** Lets you see things as they truly are.

### **7th-Level Illusionist Spells**

**Invisibility, Mass:** As invisibility, but affects all in range.

**Phase Door:** Creates invisible passage through wood and stone.

**Power Word: Blind:** Blinds creature with 200hp or less.

**Prismatic Spray:** 60' Cone-shaped burst of rays for variety of effects:

**Project Image:** Illusory double can talk and cast spells at medium range for 1 round/level.

**Weird:** As phantasmal killer, but affects all within 30'.

## *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 10min/level.

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

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

**Summon Swarm:** Summons swarm of bats, rats, or spiders for concentration plus 2 rounds.

**Tree Shape:** You look exactly like a tree for 1hour/level.

**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:** Sculpts 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:** Hail 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.

### **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:** Up to 6 Locust Swarms attack creatures for 1min/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 +1/level.



### **6th-Level Druid Spells**

**Fire Seeds:** Creates Acorn Grenades (1d6 fire dmg/lvl divided among up to 4 seeds) that explode in a 10' radius and ignite combustibles.

**LiveOak:** Oak becomes Treant guardian.

**Move Earth:** Digs trenches and builds hills, in an area up to 750' square and 10' deep.

**Stone Tell:** Talk to natural or worked stone for 1min/lvl.

**Transport via Plants:** Move instantly from one plant to another of its type anywhere.

**Wall of Stone:** Creates a wall of stone that can be shaped.

### **7th-Level Druid Spells**

**Changestaff:** Your staff becomes a treant 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.

# OPEN GAME LICENSE

## Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the

copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Microlite20© 2006, Robin V. Stacey ([robin@greywolf.net](mailto:robin@greywolf.net))

Wayfarer M20© 2011, Wyatt Bury

Microlite20-KOOKS© 2021, Alexander John Hay ([ahay@hozbat.com](mailto:ahay@hozbat.com))

NullamFortunumRPG© 2021-2022, Alexander John Hay ([ahay@hozbat.com](mailto:ahay@hozbat.com))

[End of License]

This product is 100% Open Game Content except for Product Identity, as per the Open Game License above. Product Identity includes all unique artwork, 'NullamFortunumRPG' and 'Alexander John Hay'. Unless otherwise noted all artwork is in the public domain.